

SIDE ISS:EVOLUTION • RESIDENT EVIL 3 • F1 '99 • MUSIC 2000

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ISSUE 43

# PlayStation PRO MAGAZINE

EXCLUSIVE REVIEW!

## Tomorrow Never Dies

Greater than GoldenEye?  
Bond is back on PlayStation

## Resident Evil 3

Jill Valentine leads the next  
zombie offensive

REVIEWED



## Crash Team Racing

Crash speeds in and kicks  
Mario's fat ass!

REVIEWED

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WWF Attitude & In The House  
WWF War Zone &  
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The image features the iconic '007' logo in a metallic, three-dimensional font. The '7' is stylized with a wing-like tail. The logo is set against a dark background with a large, out-of-focus red rose in the foreground, creating a classic James Bond aesthetic.

Bond arrives on the PlayStation just in time for 2000 and we've got the first full review. *Gran Turismo 2* slips to a UK release on 4 February, but if you're an import fan we've got an in depth US review of *Resident Evil 3*. The classic end of year game arrival includes what we think is the best footy game on the PlayStation, *ISS Evolution* and the kiddy cool of *Crash Team Racing* making us happy. The year 2000 will be the most important year concerning the evolution of the PlayStation. The PlayStation2 will either cement Sony's gaming presence in the UK, or at least grab an even bigger share of the market. And when was the last time you heard somebody talk about an N64 game, eh? Sega don't even come into our view of 2000. A console war? Bollocks, It's already won.

*Richard Melville,*  
*Editor*

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**PlayStation** PRO  
MAGAZINE



100%  
unofficial

## usual suspects

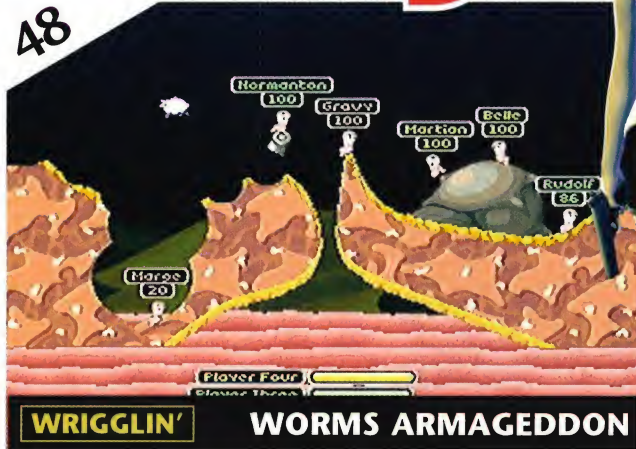
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# PlayStation PRO

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PlayStation  
Tomorrow Never Dies

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**TOMORROW NEVER DIES**

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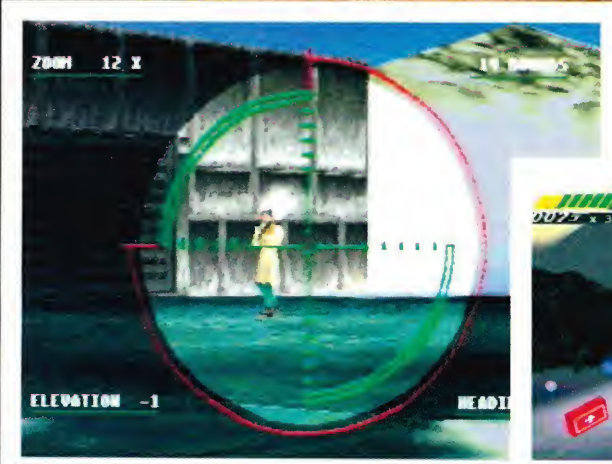
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upfront  
COVER STORY

# Tomorrr



Millennium Issue



# OW

After an eternity in development hell, *Tomorrow Never Dies* has finally arrived but is it licensed to thrill?

# Never Dies

**M**assive explosions, men with three nipples, car chases, death defying stunts, wheelchair bound megalomaniacs being dropped into industrial chimneys from a great height; a mere handful of the ingredients that have made the Bond films a staple of the big screen since the sixties. *Tomorrow Never Dies*, the motion picture, whilst hardly a candidate for the greatest Bond Film of all time, did in its defence feature some of the most beautifully choreographed celluloid action sequences to be seen this side of a John Woo movie. Therefore, it stands to reason that *Tomorrow Never Dies*, the videogame, should be an all singing, all dancing, stealth-'em-up extravaganza, par excellence.

## A kick up the Eighties?

Well, let us begin with a brief history lesson. Those of you old enough to recall the halcyon days of the 8-16 bit eras will no doubt remember that film tie-ins were invariably unpleasant affairs.



Typically, software publishers would spend the bulk of a game's budget on acquiring the license and subsequently farm out the development to some bloke called Keith from Penzance, who knew another bloke who'd seen *Tron* on video. Film tie-ins based on Bond movies were no exception. Hence, the late Eighties and early Nineties saw software publishers inflicting a string of abysmal Bond titles on the unsuspecting, games-consuming masses. Fortunately, this flatline was eventually broken with the N64 release of Rare's seminal *Goldeneye*. Rare's title single handily tore up the rule book and redefined the film tie-in for the



late Nineties. Gone were the hotch potch collection of half baked sub-games, lumped together as it were, into an incohesive whole. In their place was a tightly structured first-person shooter which led anyone who played it into







It's just not fair!  
I want to be the Cowboy this time.



A kindly soldier teaches James the snow plough technique.



Unfortunately, you don't get to fly this baby at any point.

believing they were Bond. To paraphrase the title track of *The Spy Who Loved Me*; nobody had done it better. The question is, will TND continue where *Goldeneye* left off, or will history repeat itself?

### You expect me to talk?

Surprisingly, TND has not followed the trail blazed by Rare. Therefore, much to

the chagrin of PlayStation owning 007 fans, *Tomorrow Never Dies* is very unlike a first person *Goldeneye* for Sony's little grey box. Instead, developers Black Ops have taken their inspiration from this year's *Syphon Filter*; with a large part of the action taking place from a third-person perspective.

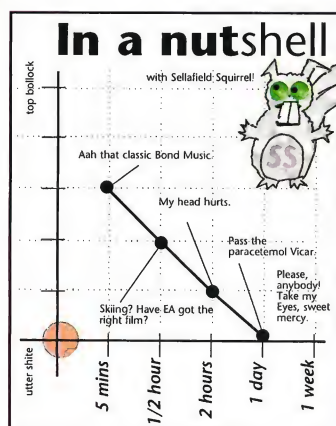
The game is spread over ten relatively short levels. As is typical for this sort of affair, each stage includes a series of objectives that must be fulfilled if the womanising secret agent is to successfully progress through his mission.

Whilst the plot of the film is generally adhered to, the developers have introduced a certain amount of artistic licence. The inclusion of two skiing scenes is particularly puzzling, considering that an interpretation of the film's motorbike chase sequence has been omitted.

Graphically, the game disappoints. Bond lurches around the crudely realised stages in a manner more suited to a gin soaked tramp than that of a licensed to kill super spy. The outdoor sections in particular highlight the shortcomings of

the graphics engine; the perimeters of several levels have been cordoned off by invisible barriers, resulting in Bond

**"Massive explosions, men with three nipples, death defying stunts, wheelchair bound megalomaniacs being dropped into industrial chimneys from a great height..."**



If you could just turn slightly to the left sweetie – cleaner exit wound you see.







performing a rather impromptu running into the wind mime. Furthermore, proceedings frequently degenerate into a juddering fiasco, especially so when several enemies are displayed on screen simultaneously. Unfortunately, the agonisingly slow pace of the central character creates the illusion that the game's levels are larger than they actually are.

The control system is also problematic – targeting villains is handled automatically, which, as it transpires, is something of a double edged sword. Whilst this disposes of the irksome task of lining up enemies in a 3-D environment, it also ensures that gun battles become a simple matter of strafing and firing until the foe(s) are dead. Ultimately, the outcome of most skirmishes is determined by the amount of medical packs in your possession. As if to

compound this problem, the system for selecting weapons/items is both fiddly and intrusive – each time the player wishes to utilise a different piece of inventory, the action pauses whilst a selection is made. This diffuses any of the usual tension generated by running out of ammo midway through a gunfight. Bond's movement is embarrassingly sluggish and it takes an eternity to turn around. Luckily, the enemies are so sloth-like in responding to your presence that the delay has little bearing on most of your encounters.

Indeed, artificial Intelligence or the lack of it, is perhaps the game's greatest failing. Cannon fodder in the Bond movies have never been noted for their competence, but *Tomorrow Never Dies* takes this to a ludicrous extreme. Enemies stand in towers, passively observing from a distance the slaughter

of their compatriots. Adding insult to injury, the aforementioned villains will then wait patiently for you to ascend the tower and pop a cap in their posterior. The AI is also found wanting throughout the rest of the game – for example, members of staff in the printing press factory show little sign of concern as you

**After the fall of the wall, James has found work as a mobile disco DJ.**

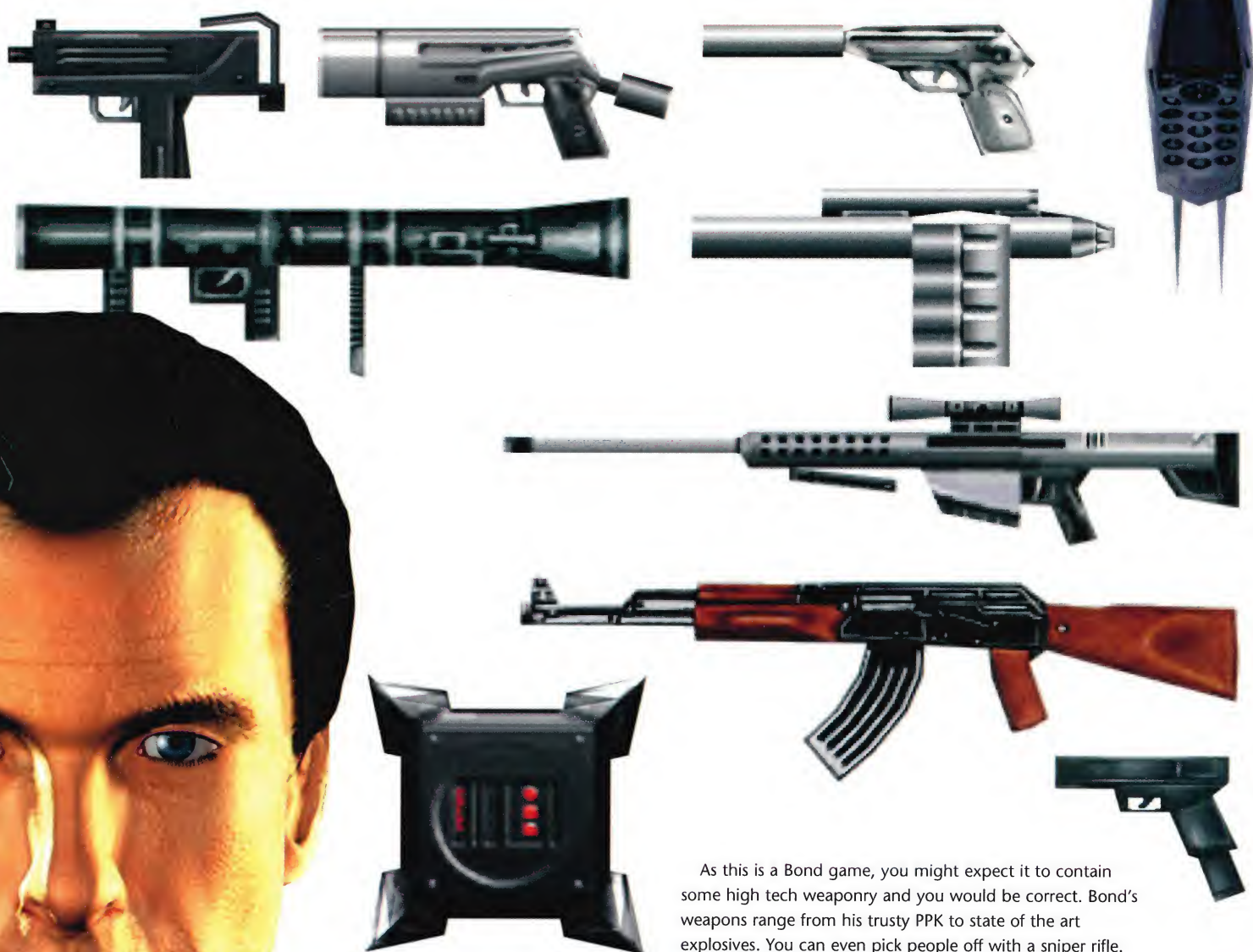


**Bond contemplates starting World War 3.**





# The man with(out) the Golden Gun

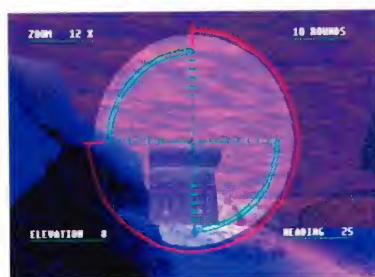


As this is a Bond game, you might expect it to contain some high tech weaponry and you would be correct. Bond's weapons range from his trusty PPK to state of the art explosives. You can even pick people off with a sniper rifle.



Bond fires madly at a door with number 97 written on it. Fascinating.





The timeless wonder of the English countryside in Winter.



Hi, I'm Bond... James Bond. Would you like to play Dominoes?



walk past them toting a machine gun. In the light of *Metal Gear Solid* and *Goldeneye* this type of sloppy programming is simply unforgivable.

### Moonraker (Barrel scraper)

In a vain effort to break up the monotony of the main game, the developers have included some token sub-games. The skiing section, which

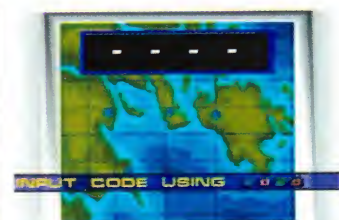


way of gameplay innovation, the underdeveloped Stealth mode which seems all but redundant and the de rigueur Sniper mode which provides little of the satisfaction usually generated by this method of (videogame) killing.

### Good Bye Mister Bond

Ultimately, *Tomorrow Never Dies* marks an unwanted return to past form for the Bond movie tie-in. With such a lengthy development period and a massive wealth of source material, it's inconceivable that the 'finished' product has ended up as a poor man's *Syphon Filter*. Unfortunately, that's exactly what this is. Whilst some of the flaws on display could have been forgiven in solitude, collectively they bring the title as a whole down to the level of the guttersnipe. What with the disappointing *Phantom Menace* and now *Tomorrow Never Dies*, it's unlikely that 1999 will be remembered as the year of the successful movie tie-in. Let's just pray that 2000 doesn't see further additions to this troublesome genre.

Si PRO



makes the first of its two appearances at the end of the first level, is a pitiful hybrid of the *Road Rash* and *Cool Boarders* titles whilst the driving stage, which places Bond behind the wheel of a spanky new BMW, is little more than a twattish reworking

of the ageing *RoadBlasters* coin op. Both sections betray the confusion that plagued the games development cycle, (the title was initially being developed as a celebration of the Bond movies' finest set pieces), the likelihood being that they were salvaged from the wreck of the initial code and bolted onto the new game at the eleventh hour. Other missed opportunities include the lame range of gadgets on offer, supplying little in the



### The Verdict

Graphics ★★☆☆  
Sound ★★☆☆  
Gameplay ★★☆☆  
Lastability ★★☆☆

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Published by Electronic Arts

*Tomorrow Never Dies* is a classic example of a missed opportunity for the Bond licence. Ardent Bond fans may squeeze some enjoyment from this, however.

Alternatively: *Syphon Filter* 2 - Sony ★★☆☆





SHIN DIGGITY

# Ridge RACER

PlayStation 2

eyewitness

Eyewitness brings you the hottest gaming news, previews and in-depth developer interviews. This month, it's the best eyewitness ever. We've had so many games to show so we've crammed the mag with only the hottest titles inc. PlayStation2 stuff!

**Test Drive: Off Road** page 23  
It's pink for God sake!



**Colony Wars: Red Sun** page 21  
Be evil, be the baddies. Come on Red Sun.



**Galerians** page 24  
Spooky PS2 action inna de area.



**Test Drive Cycles** page 22  
Hot new red leather seat racing.



## Rave Racing on PlayStation2

**T**hese shots are from one of the biggest launch games for the PlayStation, the new *Ridge Racer*. As you can see, it looks like *Ridge Racer Type 4* rather than the original *Ridge* that we grew to love with its primary colours and skid friendly frolicks. The races have a *GT2000* sheen about them and look! Four-lane racing. Arcade fans will be delighted to know that the gameplay is said to be reminiscent of *Rave Racer*, the pumping techno speed-fest that never made it to the home. Pro had to change its trousers when we saw this in action. Visually it pisses all over *Sega Rally 2*, with such attention to detail as under car



sparks, Pro wants it now! The DVD title is released in Japan on 3 March. Release **September 2000**

Déjà vu? R5 looks much like R4 but it's slicker, shinier and sexier!



### MediEvil 2 page 20

Morbid action from the dead.



PlayStation 2



**Tekken Tag Tournament** page 16  
Tekken you to a whole load of cliches.

### Inside eyewitness

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Imports supplied by **Project K**



eyewitness

# Tekken Tag

TAGGIN' TEAM

# Tournament

↑  
Paul and Jun have  
a scrap in their all  
new glorious  
polygonal glory!







## Tekken it like a man

**A**fter the recent *Tekken Tag Tournament* that's doing the rounds in the arcade now, this PlayStation2 version is a much more evolutionary game. Fave characters are back in the fold, but just look at the details on the fighters! It's multiple-juggle time for arcade enthusiasts that love *Tekken*. This should be so advanced that it will eclipse the 1994 arcade original and devastate the beat 'em up posse that swarm around the ageing *Virtua Fighter 3*. The main change is that you can switch between two characters in mid-battle, conserving vital energy and varying fight styles. If some bugger picks Eddie and starts busting some freaky breakdancing moves on your ass don't panic just swap for a character that can clobber him. Namco said this will be ready for launch and it's certain to be one of the most premier UK launch games.

Released **September 2000**



# Rollcage 2: Extreme

Shake, rattle and puke!

**G**etting ready to push the limit of 360 degree racing comes *Rollcage 2: Extreme*! In a inspired piece of marketing genius, those boys at Sony Computer Entertainment Europe have decided that once was not enough. So it's a sequel, so what? This is not a mere rehash of a tested formula. This is 'extreme'! Well, it does feature 20 new tracks that are ready for your indestructable flip-mode racer to rip-up. Big time fans of the original will be happy to note the inclusion of new modes such as Rubble Soccer, Survivor and Destruction Time Attack. Those of you with a nervous disposition best stay well clear. *Rollcage 2: Extreme* is set to loosen more stomachs than a McDonalds Vegetable Deluxe.

Released **March 2000**



The game may look just the same but Sony assure us it will be different





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# MediEvil

Old fart rips up Victorian values

# 2

PREVIEW



Urgh. Afro Zombies attack! Sony have clearly been watching the survival horror genre

Set a whole 500 years after Zarok bit the dust in the Tim Burton inspired *MediEvil*, *MediEvil 2* buckles you back into the undead armour of the skeletal hero, Sir Daniel Fortesque and sets you about the smoggy landscape of old London Town. It seems that Sir Dan's quest for a peaceful after-life is about to get quashed; all due to the hocus-pocus of yet another evil magician. In a masterstroke of plotting, Sir Dan has been resurrected by yet another necro-

*"MediEvil will be a surefire hit with fans of the original and newcomers alike!"*

obsessed baddie. Far be it for us to rearrange the words rope, old and money into a sentence. But come on people! With more playable characters such as DanHand, HeadlessDan and Dan-kenstein – *MediEvil* will be a sure-fire hit with fans of the original and newcomers who won't recognise any rehashed story lines.

Released **March 2000**

KEEP BUSTIN'

# MP3 Player

Music for the PlayStation Generation

Interesting Devices have unleashed a MP3 player for your PlayStation. So if you want to download stacks of CD quality tracks from the Internet, put them on another CD and then play them through you PlayStation, you can. For example, if your friend



# Sky Surfer

**RADICAL AIR**

**A**t last a parachute and sky surfing simulation. Looking like the Dreamcast's recent *Trickstyle* but in the sky. *Sky Surfer* is another PlayStation 2 launch title. The aim of the game is to select an event and, get this, perform dance manoeuvres while falling thousands of feet. Instead of being decked out in Travolta-style disco gear, it's puffy gear all round. Few shots are available at the moment but the characters look odd and we can just imagine some *Pilot Wings*-style sky jiving. One game for the PlayStation 2 launch that isn't a sequel.

Released **September 2000**



# Colony Wars Red Sun

**Pod racing my arse!**

**S**et at the same time of the rather smart *Colony Wars: Vengeance*, *Red Sun* places you at the other side of the galaxy – yet still in the guise of a crack fighter pilot. The Empire Magenta are this regions governing bad boys, and they are up to no good. In fact, they intend to sed a horde of 'Red Sun' super space ships on a 'diplomatic' mission to Earth. Yep, those of you who noticed the clever use of the inverted commas will see that we are being sarcastic again. There isn't any diplomatic mission you see. No, they actually want to wipe out mankind. Not give them a galactic olive branch. With cunning plot twists like this and 50% more ships to fly than the original *Colony Wars*, *Red Sun* is going to be the one to suck you into a world of intrigue and dog-fighting, then spit you out as a bitter and twisted victim of the system. One day there will be a *Colony Wars* game set in a happy future, where you have to rescue cat-like aliens from space-trees. But not yet.

Released **July 2000**



downloads, for example, the new My Life Story internet only single 'If you can't live without me then why aren't you dead yet?' and puts it on a recordable CD, you can listen to it through your PlayStation. Hundreds of songs can be compressed onto a CD – roughly 12 hours worth. A single CD could house every Oasis track inc B-sides if using MP3 compression. The cool device also has an Action Replay and Import Game modes. It costs £55 with a sample CD.

Available from Interesting Devices: 01203 339805

Interesting Devices Ltd.  
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CV1 3UT



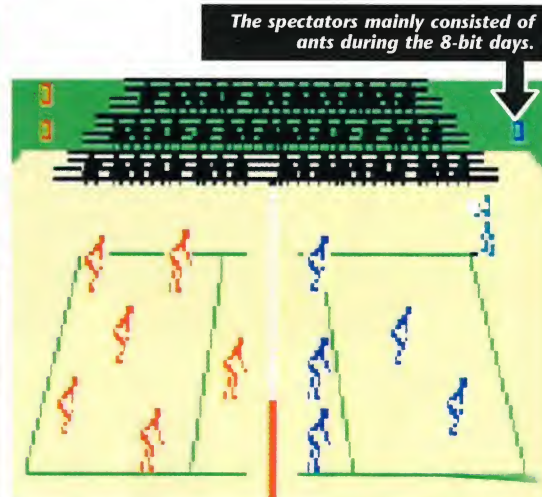
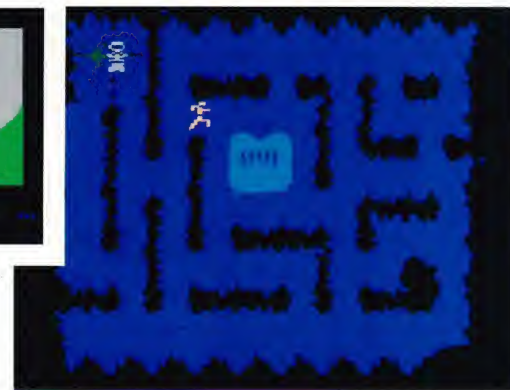
# Intellivision Classics

INTELLIGENT RETRO

This was how we did way back when...

The joy of playing dated retro games from the dear old Intellivision console can now be yours. You don't have to visit some dodgy car boot sale and navigate old biddies to get aged action in your own home. Over 30 of the classics are stuffed onto this disc, and although the screen shots look like something that your microwave display could muster, you can play Boxing, Checkers, Chess, Football, Auto Racing, Baseball, Basketball, Frog Bog, Golf, Hockey, Hover Force and Las Vegas Poker. The excellent Tron game as well as a couple of other cool games have been omitted, possibly for a second installment, but the game on show here should delight aged sad

gits and weirdos like us who are just interested in the genesis of the modern videogame. Released **TBC**



The spectators mainly consisted of ants during the 8-bit days.



The night scenes make a change from EA's Road Rash series.

PREVIEW

02:02.1  
LAP 1  
1ST

## Test Drive Cycles

I like to test my bicycle

Superbike action here, nothing to do with mountain biking I'm afraid. 12 courses beckon you to mount your steely shiny friend and there is even the Harley Davidson license in here to compliment the cheap deodorant. Road Rash style, there the split-screen options and it's not all set in America. You can visit Hong Kong or China as well as Yanky Hicksville where you have to dodge cows and inbreds. Actually, that's not completely true – but at least you get

the idea. Road Rash with more simulation elements and less punching. Fantastic. Released **September**

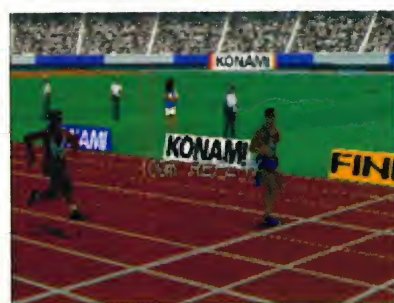
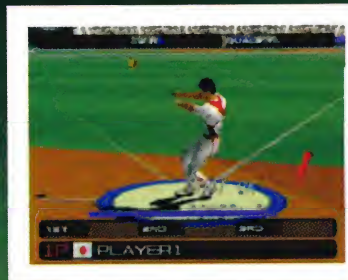




On your marks, get set...

The original button-stabbing multiplayer sports sim is back and it's likely to eclipse most of its sporting adversaries. The huddled play that Pro had resulted in a few arguments, but the general impression was that the new events and enhanced graphics do improve upon the original (This time the athletes look like people rather than monkeys) Olympic events include 'legging it' and 'splashing about in the water'. A multi-tap is essential for this bigger, better looking sister and we think it could be a classic.

Released March



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15T 1094.6.0 TIME 00:00:00

42 MPH

Yes we know it's pink. Mr T is the driver and he's gonna beat you bad brother.

**PREVIEW**

## Test Drive Off Road 3

**U**ncannily similar to Codemasters's *Off The Road*, this game looks like standard American stuff - two-player Battle modes where you can seriously pummel each others trucks and jeeps. We have the first review next issue in a hyper sports frenzy.

Released June

15T 546.2.0 TIME 00:00:00

49 MPH





**A**SCII, the small Japanese outfit are preparing a cinematic *Resident Evil/Parasite Eve* bastard hybrid on the PlayStation2. In a plot scarily close to a Stephen King novel, your role as the main character is to learn to master and tone down your psychic powers whilst struggling to complete your eerie quest. The RPG element appears in the turn-based battles and the developers reckon they've crammed over an hour of DVD FMV into the game. We just hope that it's not the usual poorly synchronised bollocks that has appeared in recent action RPG cross overs. *Hell Knight* and *Ronin Blade* to name a couple. Released **December 2000**

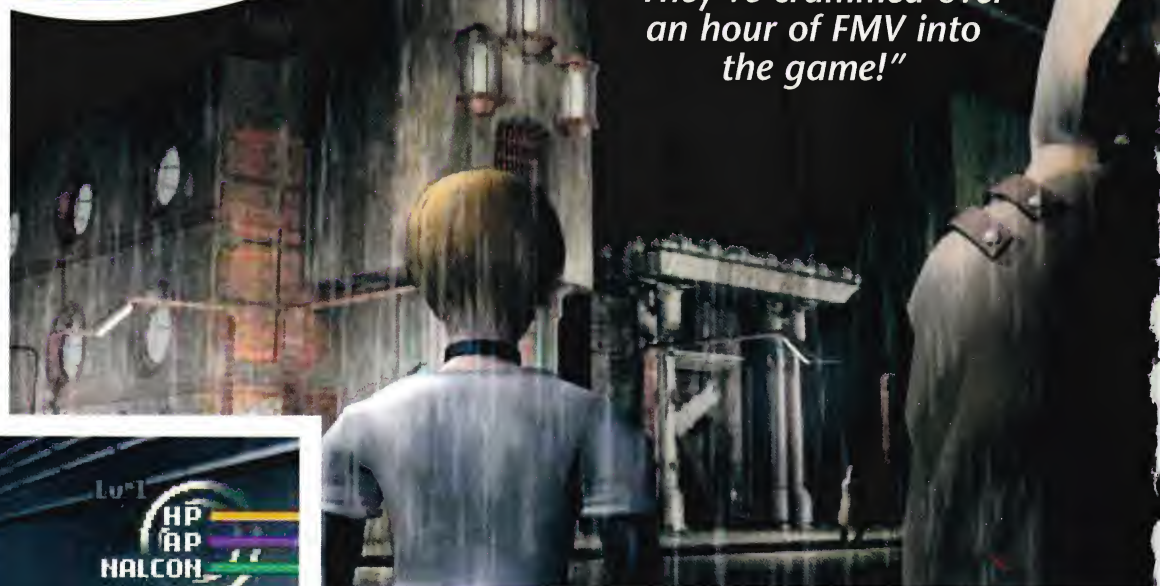
# Galerians

GALAXY RIDERS

Sixth Senses

PlayStation 2

"They've crammed over an hour of FMV into the game!"



This looks a tad more impressive than *Blue Stinger*, don't you think?



# Chrono Cross

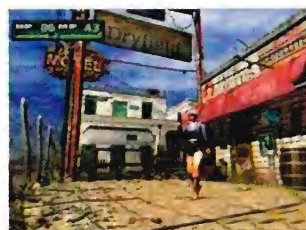
**SquareSoft to make you Kriss Kross**



**C**hrono Trigger was a SNES hit in 1995. It was never released here yet it is one of the best action RPGs since *Zelda*. Good news then, that its sequel, which is set 20 years in the future, is coming to our lovely grey box. PocketStation support is also confirmed. The time travelling plot has a huge number of characters, including Lucca from the previous game. They aren't all human, however, cats, frogs and the *Final Fantasy* collection of weird animal foes are just as common as Squall-style heroes. The plot revolves around a dual world in which characters act completely differently and the trick is to identify moods in order to save the world. Probably. An American release is pending.



Oh no! It's the giant eye coming to take us away!



**The Square Twitch Project**

The first game never quite made it here, but the detective exploits of Aya Brea did wonders for the action RPG genre. This sequel sees the psychic Aya assisted by a military squad to combat the genetic disease Mychondria. As you can see the game looks as repulsive and pant-soilingly good as its prequel. PocketStation support and two discs are promised which should please *FFVIII* fans.

Release **March**

# Team Buddies

**What the flock?**

**C**razier than a lump of British Beef dipped in LSD, it's *Team Buddies*. Now here's a game that can't be summed up in one word. Well, unless that word is 'WEIRD'. This is a multiplayer goofball comedy where you and your buddies get to push together, stack up and knock over crates. The reason for all this cleanliness? Why, it's to reveal more buddies, weapons and vehicles with which to attack your enemies. Pretty obvious, really.

*Team Buddies* is all about chaotic multiplayer gaming; it's about four-player all-for-all and co-ordinated

teamwork; and it's the mad-as-a-bag-of-badgers gameplay that sets you, and your 'team of buddies' against artificially Incompetent adversaries. Viewed from a third-person, overhead or binocular viewpoint, *Team Buddies* could do for mentally unstable gamers what Princess Diana did for airbags. Released **June**





# STOP PRESS • STOP PRESS • STOP PRESS

**T**he new Japanese charts have seen Square's sequel to the SNES game *Chrono Trigger* sell 113,709 copies in its first week chased by *Arc The Lad III* and *Pacman World*, which is reviewed this issue. Hilariously, the Dreamcast managed to get a popular 'breeding' game in the Japanese multi-format chart and the poor thing only sold 20,000 copies. It's name? *Seaman: Forbidden Pet*. Top stuff.

Will discovered a fellow Japanese PlayStation game called *Girl Puzzle* with some awesome cheats including 'infinite balls'. Shocking.

Konami and Sony are releasing Japanese budget game discs for use with the PocketStation. Musical simulations and breeding games mean that you can play with your PocketStation whenever you like with some groovy custom games. Even if they are

tamagotchi-style dooberies this has got to be a good thing.

GT2 has been delayed once again. Its Japanese debut is now Dec 11th due to apparent manufacturing delays. The UK release will happen "early in the New Year" according to a Sony Europe spokesperson. How early is anyone's guess.

**Win**  
a PlayStation,  
*Tomorrow Never Dies* game,  
and movie  
merchandise!

# Bond Comp

**J**ust seen the Bond epic *Tomorrow Never Dies* on TV? No, well you should because its fantastic and its got Teri Hatcher in. The game, which you'll no doubt have read the review of, is out now and is equally cool. PLAYSTATIONPRO have joined forces with Electronic Arts and can offer a first prize of: a PlayStation, a copy of the game and an exclusive cap and movie shirt. Ten runners-up will receive a copy of the game and a cap or shirt depending on your preference. Just answer the following questions by 20 January to scoop some hardcore bondage. Answers on a funny postcard or sealed envelope.

## Questions

1. How many times does Bond 'get it on' in *Tomorrow Never Dies*?
2. Which vehicle does Bond use to escape China Town's large chopper?
3. Which other hero is Teri Hatcher usually beside in a popular TV series?







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**a**s the end of the Millennium draws near the TOTAL GAMES NETWORK ([www.totalgames.net](http://www.totalgames.net)), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your once in a lifetime chance to participate in the greatest gaming survey ever devised – the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us Freepost – no stamp required.

Completed entries will be pulled out of the sack and the winners picked at random – there are no right or

wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive get a £10 HMV voucher. Don't delay, get those voting forms in today!

**Here are the personal favourites of our editors – vote for your own!**

**Nick Roberts Managing Editor**

1. Out Run (Arcade)
2. Metal Gear Solid (PS)
3. Gun Fright (Spectrum)
4. Pac-Man (Arcade)
5. Bubble Bobble (Spectrum)
6. Rick Dangerous (Spectrum)
7. Super Mario World (Super NES)
8. Dynamite Dan (Spectrum)
9. James Pond: Robocod (Mega Drive)
10. San Francisco Rush (N64)

**Phil King, Editor of PowerStation**

1. Goldeneye (N64)
2. Gran Turismo (PS)
3. ISS Pro Evolution (PS)
4. Starcraft (PC)
5. Skool Daze (Spectrum)
6. Sensible World Of Soccer (PC)
7. Tekken 3 (PS)
8. Tomb Raider (PS)
9. Laser Squad (Spectrum)
10. Worms (PC)

**Ryan Butt, Editor of Play**

1. ISS Pro Evolution (PS)
2. Goldeneye (N64)
3. Resident Evil 2 (PS)
4. Sonic The Hedgehog (Mega Drive)
5. Arkanoid (C64)
6. Kid Chameleon (MegaDrive)
7. Back 2 Skool (Spectrum)
8. Wonderboy (Arcade)
9. Tekken 3 (PS)
10. Street Fighter II (Super NES)

**Andy McDermott, Editor of 64 Mag**

- 1: Robotron 2084 (Arcade)
- 2: Quake II deathmatch (PC)
- 3: Goldeneye (N64)
- 4: Elite (BBC/C64/Atari ST)
- 5: Defender (arcade)
- 6: Ancipital (C64)
- 7: Tomb Raider (PlayStation)
- 8: Street Fighter II Turbo (Super NES)
- 9: Super Mario Kart (Super NES)
- 10: Tempest 2000 (Atari Jaguar)

# millennium games awards entry form

*The top ten games that have changed my life are:*

**PlayStation Pro Issue 43**

**1** .....

**2** .....

**3** .....

**4** .....

**5** .....

**6** .....

**7** .....

**8** .....

**9** .....

**10** .....

**\*Important:** please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are for in brackets. The closing date for the Millennium Games Awards competition is 31/12/99.

The results of the Millennium Games Awards will be printed in the following magazines: **Play #59, 64 Magazine #37, PowerStation #46, 64 Solutions #17, DVD Review #10, Dreamcast Magazine #6, Dreamcast Solutions #3 and PlayStation Pro #45.**





# questionnaire

PlayStation Pro Issue 43



The biggest games for the new Millennium

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- ☐ Office worker
- ☐ Shop worker
- ☐ Public sector
- ☐ Professional
- ☐ Armed Forces
- ☐ Student
- ☐ Housewife/husband
- ☐ Retired
- ☐ Unemployed
- ☐ Other (please state)

Own Intend  
to buy

- Sony PlayStation ☐ ☐
- Nintendo 64 ☐ ☐
- PC ☐ ☐
- Game Boy Color ☐ ☐
- PlayStation 2 ☐ ☐
- Dreamcast ☐ ☐
- New Nintendo console ☐ ☐

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- ☐ No, but I intend to within the next 6 months
- ☐ No, and I don't intend to buy one in the next 6 months

## Are you connected to the Internet?

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- ☐ Yes
- ☐ No
- At home
- ☐ Yes
- ☐ No, but I intend to be in the next 6 months
- ☐ No, and I don't intend to be in the next 6 months

## Do you own a DVD player?

- ☐ Yes

## What brand?

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## What is your household's total annual income?

- ☐ Under £10,000
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- ☐ £16,000-£20,000
- ☐ £21,000-£45,000
- ☐ £46,000-70,000
- ☐ £71,000-100,000
- ☐ £100,000+

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- ☐ The Sun
- ☐ The Daily Mail
- ☐ The Daily Express
- ☐ The Daily Mirror
- ☐ The Guardian
- ☐ The Times
- ☐ The Independent
- ☐ The Financial Times

## Do you own or intend to buy a console in the next 6-12 months?

- ☐ No
- ☐ Yes (Please tick all that apply)

- ☐ From time to time you may be sent related material through the post. If you do not want to receive this, please tick this box.

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I am prepared to attend the prize ceremony at HMV

- ☐ Yes
- ☐ No

## Are you?

- ☐ Male
- ☐ Female

## What age group are you in? (tick one)

- ☐ 10-17
- ☐ 18-25
- ☐ 26-35
- ☐ 36-45
- ☐ 46-50
- ☐ Over 50

## Are you?

- ☐ Married
- ☐ Living with your partner
- ☐ Living with your parents
- ☐ Living alone
- ☐ Living in a shared house
- ☐ Divorced/separated
- ☐ Widowed

## What is your occupation? (tick one)

- ☐ Director
- ☐ Manager

once you have completed all these questions and the all important top ten, please send it back to:

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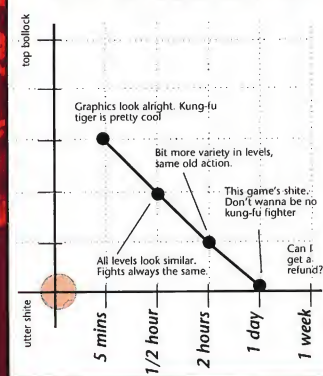


This is the bit that may influence your buying decision. You will find an honest, up-front opinion on each of this month's new releases, written by one of the Pro team experts. You'll notice that our opinions are concise and bullshit free.



The Pro Solid Gold Award is given rarely, and only to outstanding games. Each member of the Pro team plays every PlayStation game, and only when we all agree is the coveted Gold awarded. If half a dozen experts all think the same, it's a game you can buy with confidence.

## In a nutshell



In a Nutshell does exactly what it says. It's here where you can quickly find out what to expect from a game in the first week you buy it, and it's created only after the reviewer has played the game for at least that length of time. And it seemed like a good excuse to slip in this shit picture of the fabulous Pro mascot: Sellafield Squirrel – he's hideously deformed!



**Tail**

What's orange, strappy, fights like Bruce Lee and kills snakes with magic? Don't worry, it's not a trick question.

**The Verdict** **PRO 38%**

**Out now £39.99**

**This is the Comment area, where you will find a summary of the review. If you can't be arsed reading the whole review and you're not amused by the comedy captions, cast a glance here to get an idea of how good the game is**

**Alternatively:** S.C.A.R.S. - Ubisoft

### The Verdict

Out now £39.99

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

This is the Comment area, where you will find a summary of the review. If you can't be arsed reading the whole review and you're not amused by the comedy captions, cast a glance here to get an idea of how good the game is

Alternatively: S.C.A.R.S. - Ubisoft

dual shock analogue • memory card • two players

Published by Grolier Interactive

**PRO 38%**

### Crash Team Racing



### Resident Evil 3

Jill's back for hardcore zombification



ISS: Evolution page 44



In The Verdict games are awarded a percentage, and it doesn't take a genius to work out that high is good and low is bad. If something gets 90 then rest assured Pro could find very little wrong with it. Similarly, a mark of 20 suggests a real brown trout. Every member of the Pro team is a PlayStation expert and you'll find everything you need to know to make a buying decision within the review. If it needs saying we say it, and if it doesn't, we don't.

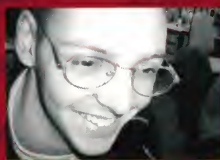
Pro always make an alternative recommendation of the same kind of game. The alternative might be better than the game reviewed or it might be used to highlight the similarities between the two. The star rating M pertains to the Dealer section at the back of Pro, and the 4 sign indicates what kind of price you can hope to pick up the old game second-hand. This is explained in Dealer too, and it's brilliantly simple, though we do say so ourselves.

- 32 Resident Evil 3
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reviewed

## "All I want for Christmas"

**This month, we've been debating what we want in our sacks this Christmas. The team's desire varies from pants to pints and bonce fluff to Buffy – the Vampiric Slayer. Joy to the world.**



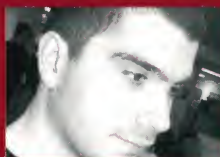
**Rich**

All I want for Christmas is a proper house to live in so I can set up my guitar and hi fi. Plus the following would be nice: a mobile phone that works, tickets to see the rejigged Oasis take the USA in December, a packet of Haribo Star Mix sweeties and a bottle of Jack Daniels with a crate of Diamond White. A nice warm fire and a DVD player would be great, but please let me live through New Years Eve and avoid all hangovers, deadlines, unwanted presents or relatives and Noel Edmonds. The bastard.



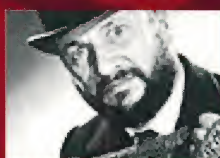
**Gaz**

Gaz says he wants a Ferrari for Christmas, and none of this strange deadline business. We're making no mention of what people say about wanting large red super cars but we'll do our best to make his Chrimbo dreams come true. He's a bit scared at the moment as he's just returned from seeing *The Sixth Sense* which, by his own confession, he cacked his pants in the local cinema. Perhaps a festive nappy is in order. Crivens!



**Will**

Will wants new underwear and booze for Christmas. He hasn't had new pants for two years, apparently. This came as quite a surprise to the Pro team and rather than investigate we've just taken his word for it. We don't want to pry any further.



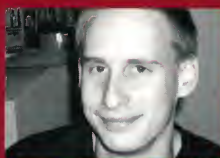
**Si**

New recruit Si has landed on Pro with the shock discovery that he used to go to school with Will years ago, despite the two being hundreds of miles apart until now. Obviously this is almost as fantastic as finding out that Father Christmas does exist and is coming around to give you loads of presents and festive fun for your mum. But er, anyway, Si wishes for his hair to come back on the 25 December.



**Ryan**

Editor of our sister magazine *Play*, Ryan wants peace on earth and chrimbo love to go out to everyone. Including all of you.



**Mike**

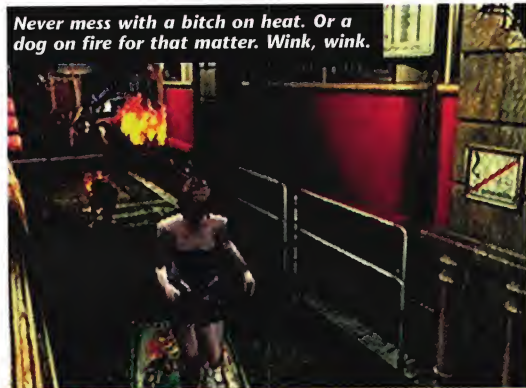
Mike wants an email connection for Christmas as he hasn't got one at the mo in our current office set up; he doesn't get the stacks of humorous emails that fly around. Here's what he says, "There would be nothing better on Christmas Day than to discover Sarah Michelle Gellar sat next to the christmas tree wearing nothing but a novelty Christmas hat and holding a huge sprig of mistletoe. Back to harsh reality though, my choice of PlayStation games for Christmas has to be the superb Tony Hawk's Skateboarding and Worms Armageddon."



**Sney**

Frequently referred to as the news hound of Paragon's online Total Games Network, Sney wants his news now and doesn't want to wait. We'd imagine that he'd be in heaven with eight ISDN connections, a dual processor PC and free Internet access. He wouldn't leave his house until 2000, we'd wager.





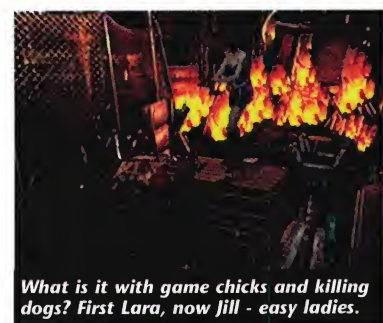
Never mess with a bitch on heat. Or a dog on fire for that matter. Wink, wink.



Arghh, the restaurant is full, I hate that! Kill them all Jill, they're all against you!



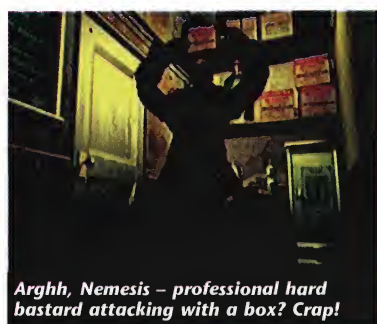
Zombies try to take Jill out up a back alley. But she's not that sort of girl.



What is it with game chicks and killing dogs? First Lara, now Jill - easy ladies.



Flames rip through the city as Jill remembers she's missing Ally McBeal.



Arghh, Nemesis - professional hard bastard attacking with a box? Crap!





# Resident Evil Nemesis

**Hey, this time lets take on the zombies in a night-club outfit!**

**J**ill Valentine, now there's a good role model for girls. Not only is she the 'Master of Unlocking'. She also has trouble believing that big, crimson pools of ripped gore are anything to be suspicious about. Let's not forget that she survived the horror of the rightly labelled horror that is, *Resident Evil*. She may have buggered off for the sequel, but she sure put her ignorance of body fluids to good use in the original.

And now she's gone and got herself all muddled up in the land of the living dead again. You go girl!

Zombies have clawed their way onto the streets of Raccoon City. The cops are being torn limb from corrupt limb and no-one is collecting the rubbish anymore. It's a total breakdown of society. Worse than Stockport on a Saturday night. It's chaos. What does Jill do to prepare for the overflowing of Hell? She slips on her most revealing 'I'm up for it' outfit, picks up some heavy weaponry and marches off to find out what the bloody hell is going on.

## Total Hell!

The twisted powers of evil have been busy wrapping up Raccoon City in rotting flesh and mystical puzzles.

Whoever worked at the city locksmith sure didn't lose their job after the first two games. If there is a door that desperately needs opening, you can bet your blackened heart that it'll require some sinister object to open it. Don't these people believe in skeleton keys? Nope, it's the usual sick bag of puzzles as we all know and, in a strange way, love. Keys hidden behind

paintings, rusted gates that need crystals (?) to unlock them and the recently deceased that need to be burst. It's more than just a case of deja-vu. It's total recall!

Jill may have been thrown into an identical game, but she's picked up a few tricks of her own. And a good job too, because she's going up against the biggest horde of zombies ever seen on a *Resident Evil* game. So when she runs down the wrong alleyway and a group of locals jump out after her fresh brains,

**'If a door needs opening, you can bet your blackened heart that it'll require some sinister object to open it'**

she can spin a swift 180 degree turn and leg it. Not that she has to, since she's more nimble than ever. Exit blocked by the minions of hell? No problem, just barge them with your shoulder and then make them suck on the business end of a combat shotgun. See a teenager with really bad skin and up to no good by that fuel drum? Shoot the petrol and

they'll never pester you to pop into the local newsagents and buy them some fags again. Hah!

## Gore to death

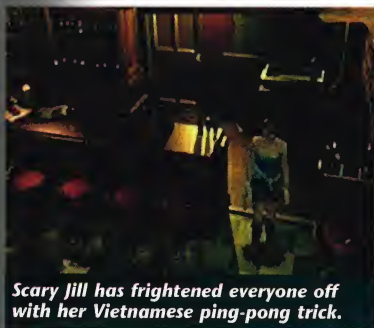
A clawed hand has clutched at *Resident Evil's* detail setting and has snapped it to gore overflow. Fire hydrants have been ruptured and liquid particles gush across the streets. Cars have exploded and flight-sourced flames lick their way across the screen. While the actual pre-rendered backdrops are the same as ever, a piece of trash scuttling across a static screen is often enough to make the difference between scepticism and 'ooh, that's quite cool!' It's also a dead cert that something caused the trash to scatter and is heading this way, so tighten that sphincter and get ready for combat!



Blood and flames swab a police car in a sort of black pudding substance. Eww!



Jill is still addicted to executing stray dogs. The girls needs help – anyone?



Scary Jill has frightened everyone off with her Vietnamese ping-pong trick.

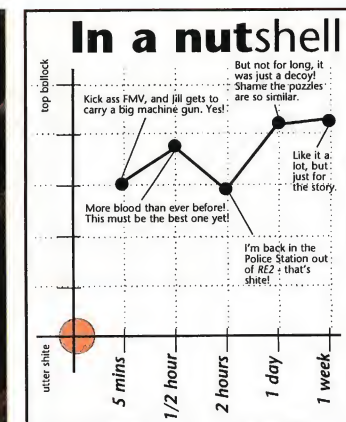
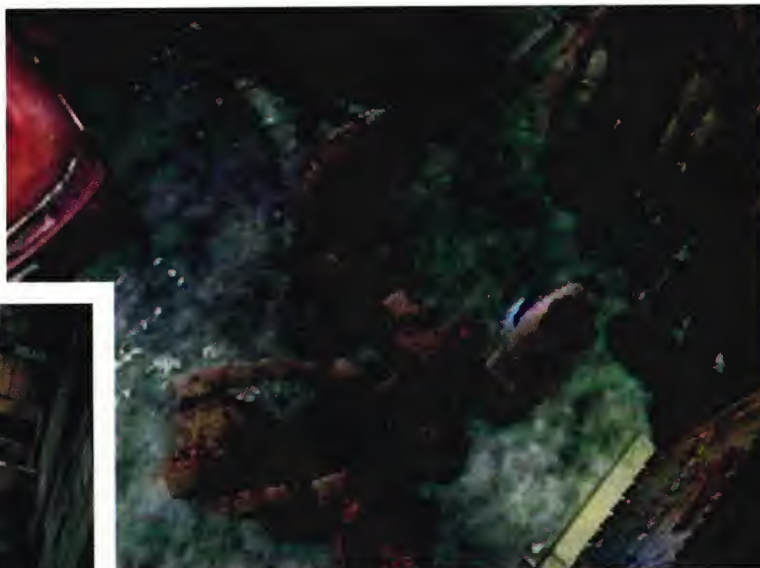


Behold! Carlos – umbrella mercenary and international stud. He's got a gun!





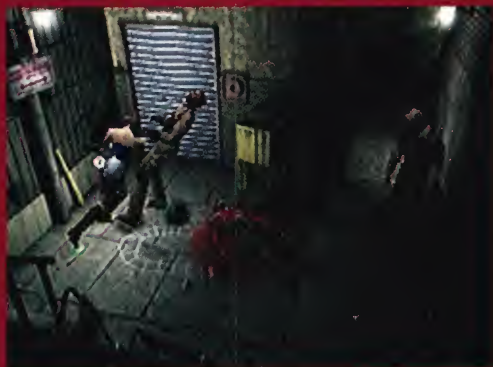
Guns? Check. Tight fitting outfit? Check. Marshmallows? Oh damn it all to hell!



Sod it! Jill knows her chips are up and readies herself for a gorey death.

## Cold shoulder

Check out Jill's shoulder barge move! She butts the first zombie, shoots the far one and kills 'em all!



**"Better think fast, 'cos after you've been given the question, you have to make your decision in 'real time' - running like a shite-scared rabbit it is then."**



You're not the only survivor left in this city without pity, there are others and they, too, are having a really bad day.

Screams ring out as you hear a young girl get jumped by the dead.

If you leap into action you might just be able to save her! A series of well placed Magnum rounds to their heads and the brain tissue hits the floor with a splash. The victim has run off, better save her! She's ran off again, screaming till her chest is ready to burn. Too late, by the time you've caught up, she's been ripped in two. Sure, you can slop the murderers fluids all over the shop. But that doesn't help the fact that you failed to make the difference. In a brilliant master stroke of pointless detail, *Nemesis* manages to give you the feeling that things aren't really that bad, then dash your hopes to pieces against a big and spiky rock. It's a nice

touch that brings the story to life and drags you in, kicking, screaming and vomiting all the way there.

## Bloody books

The usual mixture of soggy diaries and scrawled messages do their best to show you the detail of this game in the same style of previous episodes. But the most interesting addition to the *Resident Evil* Series has to be the junction points. When you reach critical points in the game, you can choose what you want to do. But think fast, 'cos after you've been given the question, you have to make your decision in real time. So running like a shite-scared rabbit it is then.

Although these crossroads don't add together to give you a million different endings, it does give the more anal player the opportunity to constantly replay the game and find out what would happen if they had hidden instead of ran. But that doesn't stop you realising that, as always, the world can still be saved by a well-placed bullet and a talisman inserted in to the right hole.

From this point on, we have been cajoled gently into our *Resident Evil* slippers, have been given a hot cup of cocoa and are getting ready to hear a

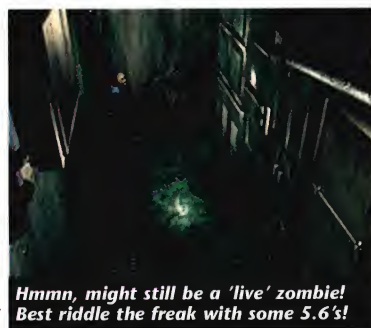
Even though he wears a skirt, Nemesis is a total loss when it comes to kitchens!



Licker-type baddies are no match for the new and improved Jill Valentine!

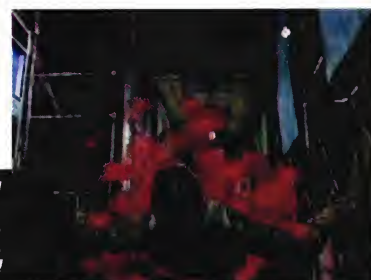






Hmmn, might still be a 'live' zombie!  
Best riddle the freak with some 5.6's!

No amount of native American tribal  
dances can save Jill from her fate.



Remember that big bloke from RE2 who  
just keeps on coming. That's Nemesis.



Somewhere in this scene you  
can see Jill and her shotgun.  
Too much blood...  
Blood, everywhere...  
Why, it's just like vietnam!



"Alright, got a fag? Want any business?  
I'll do you half and half for a fiver?"

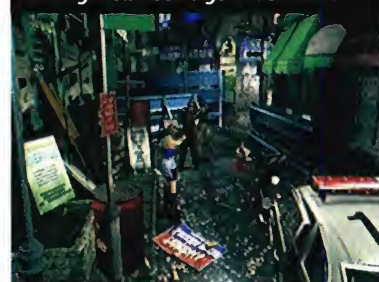


She could never be a vegan. Hell no, Jill  
just loves her meat too much! What a gal!

scary story. Because that's the only  
reason a Resident veteran would want to  
buy this game.

Third time may well be the charm, but  
not when *Resident Evil* is concerned.  
Anyone who has slogged their way

Since the zombies moved in next door,  
the neighbourhood's gone downhill.



through one and two will find most of  
this update's novelty additions as  
nothing but window dressing. The fact  
that various paths offer multiple  
scenarios do nothing to cover your eyes  
from the truth. You get many paths, but  
they all remind you of that you've had  
the same nightmares before – many  
times before.

Will PRO



dual shock analogue • memory card • one player • Toilet paper

## The Verdict

Out now £34.99

Published by Grollier Interactive

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

As a tour-de-force of the horror genre, *Resident Evil: Nemesis*  
is a winner. Like the movie *Alien* was to *Aliens*, RE3 has  
more blood and action, but fails to scare so much purely  
because we've seen it before. Great for the innocent.

Alternatively: Resident Evil 2. £ - Virgin Interactive ★★★★★

PRO 89%  
Rated

Millennium Issue



# Crash Team Racing

out of my way  
you dozy bint!

There has only ever been one true hero for Sony's box and now, like Nintendo's plumber, he's turned to karting.



**R**ight let's get this out of the way right from the start. Yes this is a cartoon karting game like *Mario Kart* and yes it does have an adventure mode like *Diddy Kong Racing* but so what? From the very moment *Crash Team Racing* was announced there was no doubt about the un-original path that lay ahead. The main question was could Naughty Dog come up with a fine kart racing



which made good use of the colourful cartoon antics of the Crash world and characters? Well not only have they made a stunning and highly playable game but they've included an on-screen four-player mode just for the hell of it!

Yes indeed, if ever there were a moment in gaming history in which Sony dropped its trousers and mooned the opposition this is it. The PlayStation

isn't exactly renowned for its four-player games, but *Crash Team Racing* will bring another meaning to the term four-player fun. Surprisingly the game also actually runs at a decent speed with four people battling for first place. Maintaining such a fast frame rate in four player is no easy task and Naughty Dog must have been dabbling in the black arts to get this one right. Like any multiplayer game the split-screen can be a pain in the arse, especially on smaller screens, but you'll be having far too much fun to notice.

Fun is probably the best word to describe *Crash Team Racing* because despite the cartoon cutesy feel and tenuous storyline you can't help but





Seconds later our racer looked down and cartoon gravity took over.



The cartoon graphics are like a drug-induced psychedelic Wacky Races.



Here comes the sun, and I say "doodle diddee" I forgotten the words. Damn.



Oh. Reverse viewings. Tsk, you wouldn't have got things like that in my day.



Ever noticed that the apples look a little like the Apple Macintosh symbols?



Oh. Reverse viewings. Tsk, you wouldn't have got things like that in my day.



becoming drawn into the multi-coloured world. Crash Team introduces a new character to the Crash Word Dr Nitros Oxide who has suffered an accident at birth making him an ultra fast freak of nature who decides to challenge the inhabitants of the island of a race. It doesn't end there though because Nitros becomes bored with the challenge and decides to take over the world instead. Obviously no one

wants this so Cortex unites enemies and friends to defeat him, cue racing!

Suffice to say Shakespeare won't tremble at the story, but the gameplay on offer is enough to keep one player amused let alone four, and the one-player game is no easy task. A few minutes after getting

**"Watch an opponent burst into flames before you cruise by giving off a shower of sparks as you scrape the wall!"**

most games you'll be trying to open up all the tracks for your mates to play across but this won't happen overnight.

This may be a game set in a cartoon world with power-ups but the challenge could quite

## Contender ready...



Striving to have yet another dig at Nintendo the Crash Team have graciously included a battle mode for you and three mates to attack each other. Unlike Mario Kart, though, you get a few nice extras such as the ability to create teams and change the weapons on offer.







There are bigger spiders than that in my bath!



After a day's racing Crash likes to relax in a grassy meadow and top up his tan.

easily have come from the land of Formula One.

Something which immediately becomes obvious about *Crash Team Racing* is the attention to detail. Before you begin an adventure game you are presented with a character selection screen. Now, Naughty Dog could've just gone ahead with the usual rotating row of the quirkily animated characters from the Crash world but instead you get full on background environments. Choose another character and the camera will pan seamlessly to the next environment. This may sound silly, but it's the minor details like this which make this title stand out from the crowd.

## Power Management

In Adventure mode which makes up the bulk of the one-player karting on offer you have to win trophies, keys and other special icons as well as beat bosses to open up new levels and progress through the game. Easy and straightforward this may be but winning the races is not, the simplicity of the game and the first few easy levels can lure you into a false sense of security. The learning curve isn't necessarily a brick wall but you'll soon realise that perfect racing lines, controlled power



slides and power-up management is the only way forward.

One good aspect of *Crash Team Racing* is the balance it strikes with power ups, all too often a racing game of this type can be dominated by power up use. Here the power ups are actually used in a slightly more tactical way. You still get the usual missiles and the like but it's with the speed-ups where this game deviates from the norm. Not only are you given the opportunity to boost off floor arrows and pick-ups, but there is also one other way to speed up your kart which takes a little more skill. If you come across a ramp in the game, make sure you use it because the longer you stay in the air the faster the boost will be when you hit the ground. It can often be worth sacrificing the hang time just for the speed up you get when you hit the floor.

Another welcome change from other racers are the power-ups themselves; unless you are hit by a projectile right at the finish line you still stand every chance of winning the race because all pick-ups have to be powered-up by apples before they become truly devastating. Also the more apples you collect the faster your kart goes, needless to say with the odd fruit lying around in the well known Bandicoot boxes and the various turbo boosts *Crash Team Racing* can be a very fast game.



## Aku

Where would a super hero would be without a decent guardian angel to help them out. The absurd Indian mask Aku will provide some helpful tips throughout Adventure mode and more importantly save your ass if you fall down any nasty drops. Don't worry kids, nobody dies in this game they just get really big boo boos.



This game shows no compassion as a cute cuddly polar bear gets truly p\*ssed on.

I'm Invincible in my glowing ball of BO stench. Feel my odour, fellow racers.

TIME 2:51:38  
LAP 1-3  
1:09:58  
1:10:62



Either Crash is in trouble or there's a nasty reflection coming off his mirror.





With all these little touches and so many ways to take advantage of the unfolding track in front of you it seems as if all styles of play have been catered for. It is things like this which make it really shine over its main rival *Speed Freaks* which, through no fault of its own, doesn't really have any of the character developed by the Crash world. Not only that but the graphics and the lighting effects are so much crisper. It's great fun to watch an opponent burst into flames before you cruise by giving off a shower of sparks as you scrape the wall trying to avoid them.

## "If ever there were a moment in gaming history in which Sony dropped its trousers and mooned the opposition this is it!"

The tracks in the game are all adequately designed but I doubt that there will be any awards handed out for innovation. Anyone who has played pretty much any game before in their life will feel right at home, for example, on the ice or fire based tracks. Having said that where would this type of game be without the odd stereotypical world, and the ice tracks do have pretty good physics which truly do make you feel like control could be lost at any second.

### Perfection Incarnate

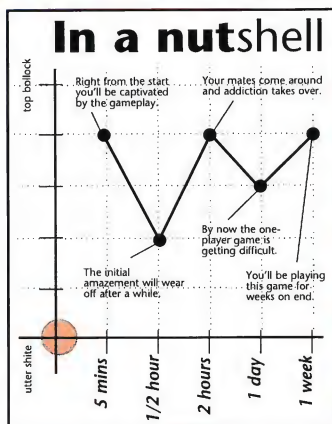
By now you're probably thinking *Crash Team Racing* is perfection incarnate, but sadly where there is fantastic light dark shadows are sure to follow and here is no exception. What really lets this game

As soon as you hit a TNT box it sticks to your kart and starts ticking down...



down quite badly are the sound effects and the music, all of which seem to have sadly been placed last on the list of development priorities. Listen to the in-game music for a long time and you'll be running around the house babbling in foreign languages in a straightjacket. Thankfully the super happy cartoon music can be turned

The fight is on, final lap and two more places to take for pole position.



A missile bearing down on his back and he still finds time to smile.



down and not even Timmy Mallett would think twice about axing the music with one fluid press. Need I say more than the fact that the snow levels have Christmas jingles!

The sound effects are also a bit of a let down as the catchphrases of each character in the race quickly become repetitive and you can't help but feeling that this is a missed opportunity for comical genius. In his previous games Crash had some comical facial expressions to make you laugh but when all you can see is his back, the game is in desperate need of something else. At the end of the day, though, the best humour source is always watching your mates suffer with your own handiwork and this is where the most enjoyment is to be had. If ever there were a question in your mind as to the existence of the multi-tap *Crash Team Racing* is the definitive answer.

Mike PRO



### The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

Out now £34.99

*Crash Team Racing* is a superb demonstration of how well the PlayStation can cope with a four-player game and the one-player modes are nothing to be sniffed at either. A worthy *Mario Kart* successor.

**Alternatively:** *Speed Freaks* [PS] - Sony ★★★★★

dual shock analogue • memory card • up to four players

Published by Sony

**PRO 93%**  
Rated



# Music 2000

**Check me one time bad boy and prepare to give it up massieeee!**



The blank sequencer, ready for your artistic creation. Booyaka!

**I**t's time to throw some shapes in the house of dance. Biggin' it up with lung-crushing bass and hooks that could catch a whale. This shit be for real! It deserve much ra-spekt; comin' atcha full-on – BOOYAKA!

Well, it's *Music 2000* and it lets you mix up some tunes in a wild-style without having to spend out a small fortune on professional gear, or be as big a wanker as Judge Jules. Nope, this is armchair architecture in the wide world of the massive vibe. So, if music be the food of love...

## Baby, lets eat!

Lesson one in PlayStation music creation; don't expect to be able to create anything more than sonic cheese on your first attempt. And rightly so. This isn't a game, it's an in-depth utility. But don't trash all dreams of being a four-on-floor diva just yet; there's nothing here that you can't pick up in half-an-hour. And then you'll listen to Leftfield's contribution to the pre-set tunes and realise that there is so much more that you can do.

You've got 24 channels to be customised with



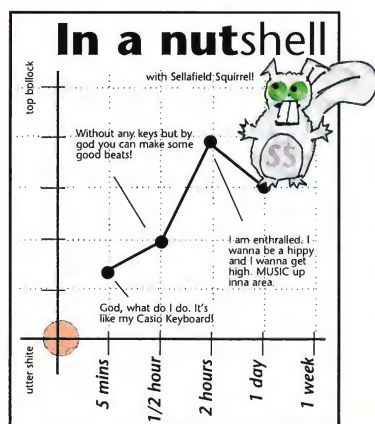
Riff palette? American guitar wails. Jeff Beck would be screaming in his sleep.

whatever samples you want. You get a veritable sperm bank of pure to push, pull and pervert across your tracks. They're all set to the same beat, so you won't have to worry about lack of harmony – just lack of taste.

There are rock, trance, drum and bass, and big beat riffs to play with. Either just lay them down straight, or for the more

adventurous, you can screw about with them till they're unrecognisable. Fancy creating some dark jungle with a twist of Status Quo? Just find a drum beat that shakes your hammers and increase the tempo, then add rough-cut three-cord chugs till you can't take it anymore. It's

**"You've got 24 channels to be customised with whatever samples you want. You get a veritable sperm bank of pure to push, pull and pervert!"**



Drum madness in a drum placed Ska epic from Mr Will Johnston, a Madness fan.

this low-level of instant pleasure that makes *Music 2000* a real must for the front-room maestro. Even when you create a set that sounds like a talentless cat being gutted alive, you'll still get that creative buzz in your intestines.

Original press-releases had us all believing that *Music 2000* would be compatible with a nifty little sampler add-on. You'd plug this baby in, connect



Select your samples from the game or a CD from your own collection.





This looks like some board game from the eighties but is a live jam diagram.



it to what ever sound device you want to rip-off and sample away. Well, those clever arses at Sony have decided to take the relevant port out of all new PlayStations, and so this gadget is now unfeasible. So you can't shout "Feeeel the en-r-geee!" down a mic and lay it into a track. You can, however, insert your favourite audio CD, thieve its genius, and cream all its glory for yourself. Hip-hop and you don't stop, indeed.

Once you've made your adventure in stereo, you can save it to a memory card and play it back using *Music 2000*'s video production utility. Don't start sweating at the prospect of directing the next *Smack Your Bitch Up* though, what we have here is nothing more than spinning polygons and the sort of spiralling bollocks that'll inspire nothing more than an epileptic fit – even if you're used to hard-core strobe effects down at your local Ritzy's.

This vomit-inducing addition can even be used in conjunction with any common audio CD. The thought of holding a party where tunes are mocked by this sub Pink Floyd light show are too

horrific to go into. Just make sure your guests keep away from the Ferrero Rocher buffet, or it could quickly become mop and Dettol time.

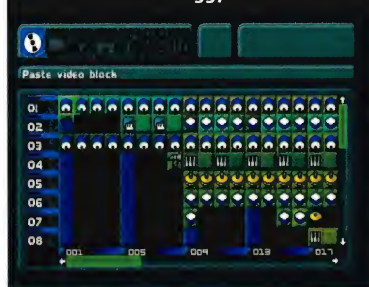
## Jiggy with it

Of course, all of *Music 2000*'s beautiful inner-workings and detailed jiggy-pokery are nothing but a lump of clever code. To produce something worthwhile you have to have the stamina to step away from your arcade mentality and realise that the longer you spend, the better results your going to get. It's not a magical musician creator, it's an instrument. But, if the drummer from Def Leppard can keep a rhythm with only one arm, then how hard can this

music stuff be? As the late Roy Castle would say before insisting on playing a trumpet solo, "dedication's what you need!" Just don't expect to break any records. This is purely for fun.

Will

**Drum and Piano. Will's Ska madness know no bounds. Baggy Trousers...**



## The Verdict

Graphics ★★  
Sound ★★  
Gameplay ★★  
Lastability ★★

Out now £39.99

Don't quit your day job just yet. *Music 2000* is a fun delve into the world of the bangin' tune god, but I don't think it'll ever get you headlining at the Phoenix festival. That Fat Boy Slim fella can rest easy, while you mix-it-up hard.

**Alternatively:** Fluid SCEE ★★

dual shock analogue • memory card • four players

Published by Codemasters

**PRO 88%**  
Rated



# Pac-Man World

**Pill popping Eighties icon chows down on a 3-D retro-adventure**



Walk into that hint post and..... GET A HINT! Not a weapon - A HINT? Hell yeah!



Added value or tired distraction? It all depends on your age really.

**T** Stuck in an infinite maze. Nothing to do

but leg around and gobble more pills than Sean Ryder ever new about. Run from ghosts. Eat a power-pill and then go and eat said ghosts. It would never end. Level after level of mazes. Same three ghosts. Occasional fruit to eat. And it was fun. The ghosts names were Inky, Blinky and Clyde, by the way. Hang on! You can reminisce all you want, but we're talking about a gaming phenomenon that swept the planet over twenty years ago and this is a cutting edge PlayStation magazine that's hurtling towards the big 2K.

## What Gives?

Ease down Ripley, you're just grinding metal! This is no rehashing of the original *Pac-Man* in the same vein as the rather embarrassing *Space Invaders* and *Asteroids*. No, here there be originality! Of sorts.

*Pac-Man World* is a sideways scrolling platform-adventure. Your Pac related friends have been kidnapped and it's up

to you, Pac-Man, to nip around and save their sorry yellow arses. So get ready to eat pills and jump on things in order to save the day. But Instead of collecting the occasional grape branch or cherry for points, you now do it to open doors. Mmnn, progress!

The Man called Pac is more versatile than ever. He can run, jump and do a power dive that shatters the baddies. He can run on the spot like a possessed MC Hammer and then unleash a mad burst of running







He who looks to far to the past, fails to see the future. And therefore f\*cks up

**"And he can collect pills and sell them to school kids."**

prowess that would have Linford Christie fumbling at the starting line, looking for his lunchbox. And he can collect pills and sell them to school kids. Er, No - but he can shoot his pills while performing a rather nifty jump and turn his body to metal so he can walk on river beds.

It's Pac-man's horde of moves which makes you wonder, 'why bother'.

Remember the one about Granddad's old axe that's had six new heads and the new handles? Why it isn't the same axe at all is it. And this isn't really *Pac-Man*. Not in his maze hunting mode. And *Pac-Man World* has little similarity with the original *Maze-muncher*. But that's because this is a 3-D update of *Pac-Land* - That *Pac-Man* Cartoon inspired platformer from the Eighties. But with knobs on. Big 3-D knobs. Infact, it's got...

### Pac-Knobs

And then some! It's like running a warm bath of nostalgia and soaking 'til your flesh prunes. Everything feels familiar, while at the same time including some new touches that tell you that *Pac-Man*



Now here's a puzzle. Run into a log - WHAT DO YOU DO? Er.. Jump? Oh yeah!

is one well loved character who no-one messes with without knowing what the Hell they're doing.

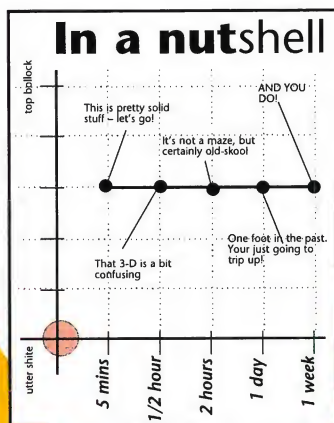
While the graphics have been pumped into techno-coloured chunkiness, the occasional touch tells you that this game has one foot firmly in the past. Old-Skool sounds mix with creamy smooth Nineties effects while controlling the yellow bugger feels like



visiting an old friend. Nothing is too surprising, but because you haven't seen them for a while it still feels fresh.

*Pac-Word* gives you three ways to re-live the *Pac-past*. It's a game that's never going to offend anyone, while giving gaming-fogies something to mist their eyes. But in these days of multiple-combos, heavy weaponry and motion capture - it's going to find it hard to keep up. A must rent for people who go gaga over Namco Museum titles and a nice hug from the past at that. *Pac-Man* eh, those were the days; when's *Gran Turismo 2* coming in?

Will PRO



### The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★

Out now £34.99

**A solid Platformer that requires a feeling for the jaundice-stricken hero to truly enjoy. If you remember Kajagoogoo, wore wristbands and recall when Michael Jackson was black - get down to the rental store.**

Alternatively: Klonoa - SCEE ★★

dual shock analogue • memory card • one player

Published by Namco

**PRO 80%**  
Rated





# ISS Pro Evolution

**The Spurs of videogames, it keeps popping away at the big boys with some stylish play. But can it escape mid-table mediocrity?**



C'mon, two-a-side. It's great you know - that's what they said before...



**"You'll be hard pushed to find a better looking, more cheek-smacking footy game on the PSX!"**



*The invisible player scored a cracking goal - cue bemused looking goalie.*

**L**ike eating out at a Chinese restaurant, PlayStation footy games are a mixed bag of delights and tastes. Everyone loves FIFA's sweet and sour sauce, but no one has really chowed down to the acquired taste of *ISS Pro's* dried seaweed. Ah, that could all change though, as *ISS Pro Evolution* promises to make seaweed acceptable, and small Chinese men rich. Or something.

Like the title suggests *ISS Pro Evolution* is just that, an evolved version of last year's *ISS Pro*. Honesty, we like that. The same simple, arcade-styled gameplay has been retained. Only there's a glossy edge to everything that has always been missing from Konami's series. The FMV intro is particularly eye-watering; with kids all over the world

flawless. Chip a curling pass over the back four and watch as your little Owen stretches to control the ball before launching into a swinging volley! Or you could 'Pull-a-Wise' and lunge in with two feet to send the confused opposition rolling across the pitch in agony.

Good huh? Then why not sit back and watch the whole shin-scraping antics again in close-up. Throughout a match these replays appear to show-up your errors or highlight your successes. All wrapped in some stylish camera trickery that makes those half chance sliding flails look like the work of a golden-booted Ronaldo!

Unlike the visuals, the basics of *ISS Pro* have remained very similar to the previous games. Now this will either make you drop to your knees, screaming to the lord for the joys of simple, tactical passing. Or you'll weep and return to the speed and goal-a-minute action of *FIFA*. And that's the crux of the *ISS Pro* series. It

practising their footy skills before making the grade and running out into the world stadium. Someone pass the tissues.

## Flowing Flags

Once into the game more new stage setting scenes roll into view. Players stretch their legs, line up amongst glazing photo-flashes for the team portfolio and then trot off behind flowing flags for the kick-off.

In fact you'll be hard pushed to find a better looking, more cheek-smacking footy game on the PlayStation. The pitches are subtly shaded, with divots and mud patches giving way to sun drenched green lawns. And, though the players all look a little oriental (what's wrong with that? - Ed), the animation is

plays like a skill-filled Italian league match - slow probing of defences with subtle passes, fluid one-tuos, dummies and controlled crosses. But very few goals.

When the goals do come though, like those of real life Batistuta, they'll sing like

*FIFA decided to ban the use of helium filled balls as they proved ineffective.*

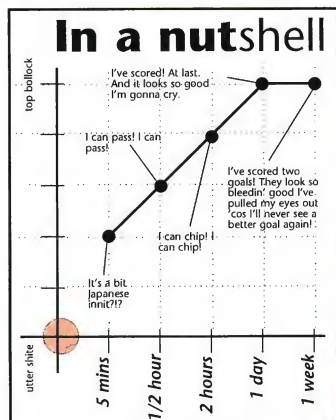






Sunbathing on the pitch is a laugh but can cause sleep.

Some of the players still look a bit lifeless and dim when compared to FIFA 2000.



glorious anthems; a barrage of heel-flicks, headers, near-post sliding shots, blasters and scissor kick volleys.

This game isn't about stacks of goals. It's about recreating football. And for the most part *ISS Pro Evolution* is the most realistic footy game around. The ball movement and momentum of the players works perfectly, and relies on some precise control of your dash button to keep the ball under your toes. There's none of FIFA's gluey ball antics here!

Yet I stress that this is only for the most part, as there are a few niggly problems. Players can often be a little slow to respond to passes. Now this can be infuriating if there's a loose ball to chase and the bugger under your control blindly refuses to go for it! Oh, and the 'realistic' commentary comes from Terry Butcher. Nuff said.

Still these are mere niggles and don't really distract from the fact that *ISS Pro Evolution* plays like a dream. It won't drag FIFA fanatics away from their inane fix of galloping goals, but if you're after a little bit more cultured and refined realism then *ISS* is the Pro! Seaweed is back on the menu.

lan PRO

To the left, to the right. Pre-match exercises in-game cause a disaster.



While the opposition grab their balls, the green team perform kan-kan tactics.

## The Verdict

Graphics ★★★★★  
Sound ★★  
Gameplay ★★★★★  
Lastability ★★★★★

Out now £39.99 Gold Award

Move over *FIFA*, step aside *UEFA*, the big boy from the land of short arses has arrived like a glowing leathery-balled vision. Ignore the ramblings of a certain Terry Butcher and buy this top kick-about anyway!

Alternatively: FIFA 2000 - EA ★★★★★

dual shock analogue • memory card • up to four players

Published by Konami

PRO 92%  
Rated





If you can't beat them, just give them an old fashioned bully ramming!

# Formula 1 '99

**After stalling with the F1 '98, can Psygnosis get back on track with F1 '99?**

Static screen shots can't convey the silky smooth frame rate of F1 '99



David Coulthard displays his ability to hold a biro in his mouth sideways.

Murray Walker; a walking continent of common sense.



**C**hristmas time... the geese are getting fat and so too are our good friends the software publishers. Yes indeed, it's that time of year when the software industry dusts down last years big sellers (which have probably been lying under an old coffee machine or something) and gives them a

Indeed, such is the level of detail that if you squint your eyes whilst racing in San Marino you can make out the little pieces of gravel around the track. Likewise, the cars themselves have been given a graphical overhaul and even with several (AI enhanced) opponents on screen at once, the impressively smooth frame rate

**"The attention to detail ensures that F1 '99 emerges as the title of choice for PlayStation Formula One aficionados!"**

new lick of paint. God bless ya lads. Thus, the videogame buying public has been graced with a fourth instalment of this officially sponsored F1 franchise. However, following the critical drubbing that F1 '98 received last Christmas, Psygnosis took the wise decision of going back to the drawing board and developing this latest incarnation of the series from scratch. So has all the hard work paid off?

The most obvious enhancements on offer are in the visual department. Richly detailed, pop-up free courses replace the barren tracks of the previous outings.

is rarely compromised. The only fly in the ointment is that the various camera angles on offer are a tad too low to the track, which can make taking chicanes correctly something of a memory test, (this could be fobbed off as realism).

## Smells Like Team Spirit

Fortunately, the improvements extend beyond the new graphics engine, although they're not all as immediately obvious. As with most titles in this genre there are two main play modes on offer. The first being the standard Arcade quick-race mode; here realism takes a back seat and players are free to wrap their (seemingly indestructible) vehicles around any trackside object which takes their fancy.

It is however, the simulation based Grand Prix mode where the fruits of the development team's labour can be enjoyed. As is par for the course in this type of game almost every conceivable element of the race can be tinkered with. Players choose both a team and driver



Loads fast cars, sadly not enough fast women! Oh well.





A picture of some more cars moving very quickly...



from this season's line up (True to life, Mika Salo is available as a substitute for Schumacher, following the latter's leg breaking antics earlier in the season). Weather conditions, car set-up and racing rules are also fully adjustable; crucially they do have a tangible effect on the way the car handles.

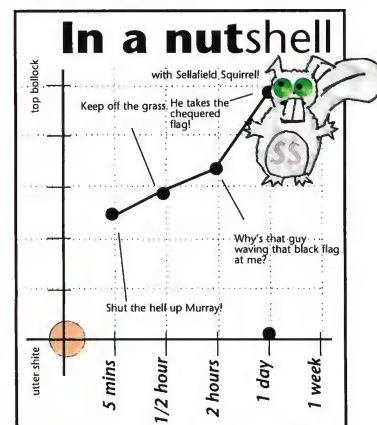
The controls have also been given a make over; for example you can't break and turn simultaneously and the vehicles now possess a weighty feel about them, which contrasts with the lightweight handling of other F1 titles. The air of authenticity is reinforced by little touches such as the inclusion of a safety car and the obligatory in game commentary, which is provided by Murray Walker and Martin Brundle.

This attention to detail ensures that F1 '99 emerges as the title of choice for

PlayStation Formula One aficionados.

Unfortunately, the heavy emphasis on the simulation aspects of the title mean that those with little interest in the sport would be better served with a more accessible racer; *Gran Turismo* or *Colin McRae Rally* spring to mind. Furthermore, the game's multiplayer modes are something of a disappointment, lacking as they do any non-player opponents to spice up the proceedings a tad.

However, despite these relatively few shortcomings F1 '99 more than compensates for it's dismal predecessor and can justifiably be described as the finest Formula One racer on the PlayStation. Well done.

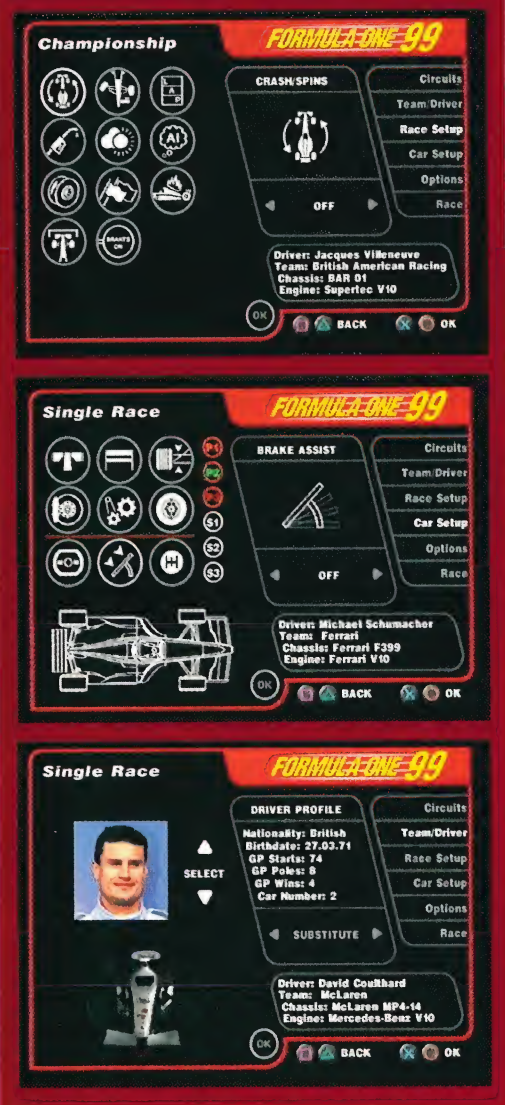


Jump in the cockpit and rev up your engines.



## Kit Car Racing

In true *Turismo* style you can tinker with your vehicles underside till you can't tinker no more.



### The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

Out now £34.99

A stunning return to form for a franchise that was beginning to look tired (boom... ahem boom). F1 '99 leaves it's rancid predecessor choking on exhaust fumes and sets a new benchmark for subsequent Formula One games.

Steering Wheel • dual shock analogue • memory card • up to four players

Published by Sony

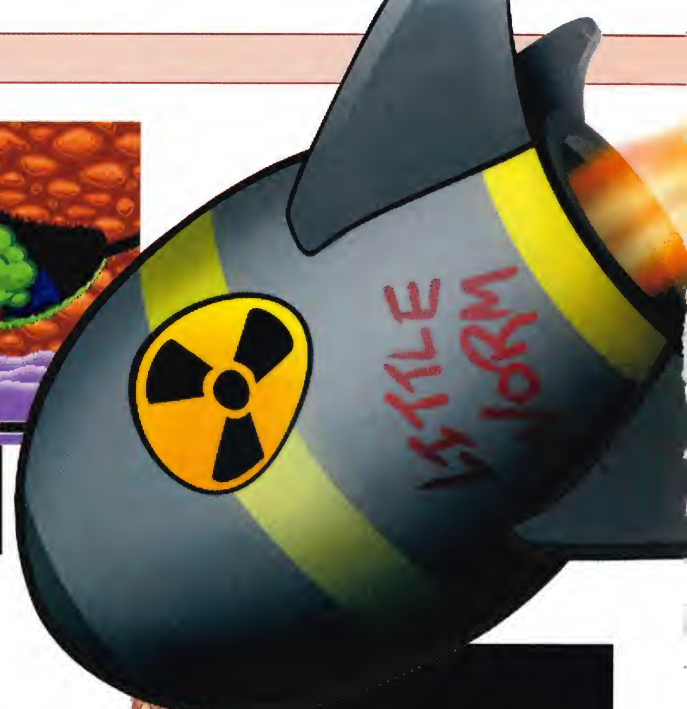
PRO 87%  
Rated

Alternatively: Gran Turismo 2 - Sony ★★★★★





Four-player action? It's watery chaos for fat worms.



# Worms Armageddon

After a long wait for the PC conversion the successor to one of the greatest games of all time has finally arrived.



The original *Worms* has to be one of the most underrated games of PlayStation history, it truly did deserve to be placed atop a mountain on a stone altar to bow down in front of. Needless to say we here at Pro are a tad biased when it comes to this Team 17 creation but believe us when we say that *Worms Armageddon* makes the first game look like a pile of maggots by comparison. The first game was an inspired piece of work but it did have several drawbacks which put people off, the main one being the lack of any decent one-player modes.

## Pink Wrigglers

Well not only has this fault been addressed but the entire game has been given an overhaul including the graphics, sound effects, gameplay, weapons and so on. In fact you could have trouble recognising this as a *Worms* game and

Sony stopped a US release of *Worms* due to its graphics.

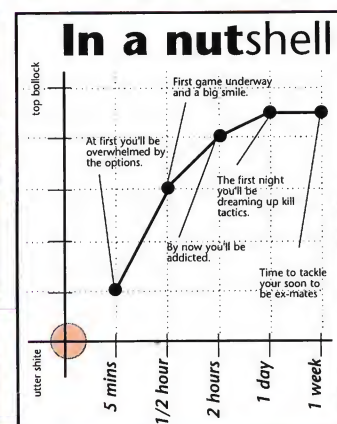
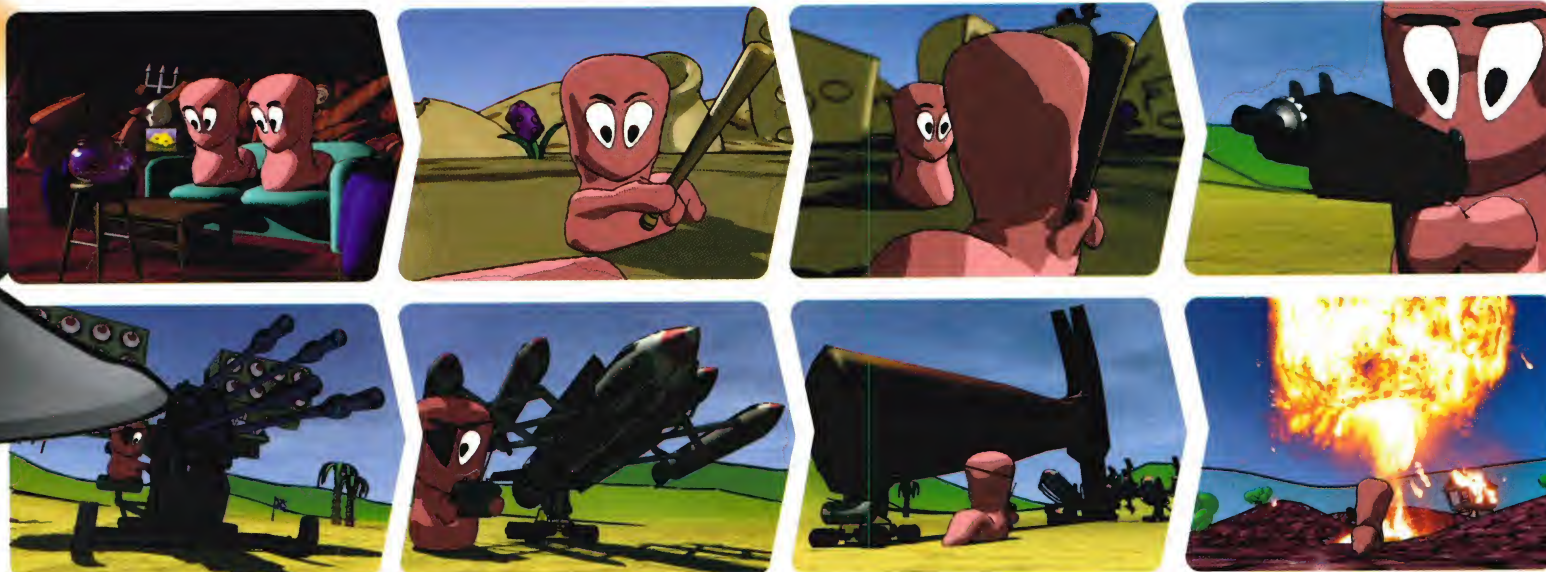
you'd be forgiven for thinking what the hell was all the fuss about the first game. It's

worth checking out the original pink wrigglers just to see how much it really has improved. As we said though the main improvement is the addition of some one-player modes which ensure not only the longevity of the game but also value for money.

The main one-player game comes in the form of missions which range from the simple get worm from point A to point B to the more mad missions such as sheep racing. Before you can attempt any of this though you have to complete the training levels, just like getting your licences in *Gran Turismo* the better you do the further you can progress. Each level involves taking out targets with a different weapon. This is far from an easy task and can be a little annoying as one mistake sends you all the way back to the start of the training – individual level selection would've been greatly appreciated here. Once these are done you can start the missions proper.

The other major change to the one-player game is the standard deathmatch which unlike the first game monitors





## "You'd be forgiven for thinking **what the hell was all the fuss about the first game?**"

your abilities and increases the difficulty of the computer opponents for each match. This may not sound like much but there is a much greater sense of satisfaction drawn from progressing through the skill levels as opposed to just playing matches for fun. As well as sprucing up the one player game it seems like Team 17 have gone a little over the top on the options, if you were of the opinion that you could customise nearly every part of the game, you were very wrong!

Now virtually every conceivable thing can be changed, in fact if you could see what underwear the worms were wearing in the game there would be an option in the menu to change the colour and the designer label on the side. A good example of this is the way in which teams can now be customised, not only can you name them all but you can also assign a special weapon, specific

gravestone, flag, victory song and best of all an accent. Yes, believe it or not, you can now have your worms talking with heavy Scouse, Scottish or pretty much any accent you can think of. This makes some otherwise funny lines in the game absolutely hilarious with the new accent specific phrases.

The comical edge to the *Worms* games was always a deciding factor but now it does really shine out in *Armageddon*, none more so than with the all new crisp cartoon graphics. In fact this game shines so much that shades are probably a necessity.

Oh did we mention that this is the most fun, addictive, enemy creating and vindictive four-player game on the PlayStation? Well I guess you knew that already.

Mike

### The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

Out now £39.99

This is a superb game which improves on the original a hundred fold and once you start playing more difficult to stop than a nasty drug habit. Unfortunately though, this will not appeal to all tastes so try before you buy.

dual shock • memory card • up to four players

Published by Hasbro Interactive

PRO 91%  
Rated

Alternatively: Lemmings Collection – Psygnosis ★★★★★



# 40 Winks

"Mommy, in dreamland can I be a ninja?"  
"Only if you 're a nice ninja dear."

I don't like it up here, it's too high daddy. Can you help me...



The Lady With The Lamp was unaware of grobags attacking her bum.



Bouncing across two beds has its share of perils. Like the floor. And women.

**A**nd so starts *40 Winks*. Once you are done puking your guts up at the schmaltzy yet endearing intro sequence, you are given a choice of two sickly sweet characters to guide through your quest.

Your mission is to stop an evil old insomniac called NiteKap, who wants all the children in the world to have nightmares forever. So far your bulk standard laughable plot, and your

obligatory vomit inducing characters: Ruff, the boy and Tumble, his sister embark on a journey through dreamland to free, (sigh), the Winks. These lovely furry creatures are responsible for all the kiddies in the world waking up nice and refreshed. They have been imprisoned by the, (get ready for it), the Hoodwinks! *40 Winks* is a delightful game, the likes of

which is usually found on the Nintendo 64. Indeed *40 Winks* borrows much from games such as *Mario 64* and *Banjo Kazooie*, for example both characters have a super squashing attack that is pure Mario.

Your journey through different dreamscapes, collecting shiny icons, jumping on creatures heads and, of course, leaping from platform to platform, indeed there is very little here that we haven't seen before. Pleasant changes in gameplay are provided by the ability to leap into jack-in-the boxes dotted across the worlds, these transform you into various other characters such as the aforementioned ninjas, as well as



Final Fantasy's Cloud wondered why he had become cellulite based for the sequel.

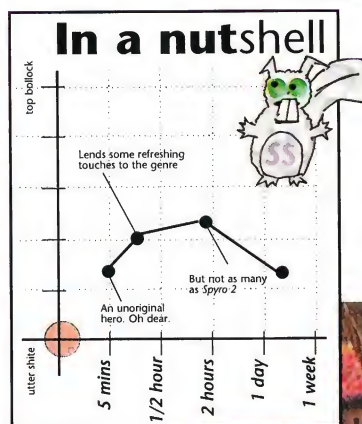


When it's raining and there's nobody here to help, you know it's time to go.

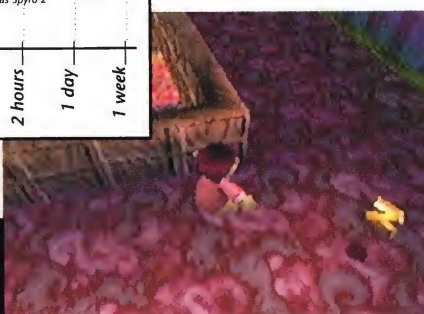




I can smell you from here. You smell of bunny rabbits in the sunny breeze...



"A small Banana should not be eaten directly from the floor!" insisted her mother.



Shocked at looking into her mother's bedroom at 12 am, she wet herself.



Ann wondered why her parents deserted her after she saw them making love...

robots, monsters, colostomy bags and so on. These costume changes, while quite cool are limited by time. They do however imbue your characters with special powers and abilities, enabling you to access hidden areas and secrets. This is pretty standard stuff and although *40 Winks* pays homage to games like *Banjo Kazooie*, it lacks their depth.

The controls are not as fluid as they could be and certainly not as consistent. For example, sometimes you could make a jump for a ledge ten times, and one of those ten identical jumps will make you catch onto the edge. Moments like this can make the game a frustrating experience, you find yourself wishing for

some kind of Rodney King-style beat-down on your character. The camera too can be a pain, occasionally losing track of you and during the heat of battle it's likely to pick an awkward angle. The levels are littered with some nasty and unforgiving traps and pitfalls, the latter can be particularly deadly if the camera is not behaving. Some of the puzzles require you to push boxes around (how novel!) in order to leap up onto them, when you try this, however, your characters act as if they have been greased up. No, this does not mean they wrestle in bikinis [that wasn't our first thought - Ed] it means that objects are awkward to manipulate, and as you cannot pull objects you get yourself into some hairy situations.

When moving, your characters have a tendency to slide, this can make leaping from point to point a hazardous and

unpredictable affair, coupled with the occasional inconsistency of the controls you may find your self cursing through clenched teeth. Or buttocks.

The world of *40 Winks* is filled with characters, all sickeningly cute, even the nasty ones, from the burbling alarm clock that pops up with handy hints, to

special attacks - for example, the caveman vomits a torrent of bones at your enemies, and this makes for entertaining play.

While this may all seem like harsh condemnation, once you look past all its flaws, *40 Winks* is not a bad game, unpolished maybe, but it has its

**"The creatures vary from big hairy spiders to snot-spitting goblins..."**

the witch flying around on her broomstick cackling. Thankfully though you can wallop the bejeezus out of many of them including a pair of oversized teddy bears that quite frankly deserve to die. The creatures vary from big hairy spiders to Zombies, to bats, to snot-spitting goblins. Indeed there is a veritable bestiary for you to demolish. The different characters have their own

moments. Visually it impresses, and it trots along at a decent pace, there is little loading, and when there is, you are treated to some dodgy-pseudo-psychedelic visuals. Unless you love platform adventures you may want to shunt this along to a younger sibling in favour of a more accomplished title such as *Ape Escape*.

Sney



Bungle in the jungle and Cloud in the bushes. Trouble, I fear.

## The Verdict

Graphics ★★☆☆  
Sound ★★☆☆  
Gameplay ★★☆☆  
Lastability ★★☆☆

Out now £39.99

For children only. Do not prescribe to adults or owners of *Spyro 2* or *Ape Escape*. Play if you're in need of some average videogaming action and have accidentally lost your brain and forgotten how platformers work.

Alternatively: SPYRO 2 - SCEE ★★☆☆

dual shock analogue • memory card • two players

Published by GT Interactive

**PRO** 70%  
Rated



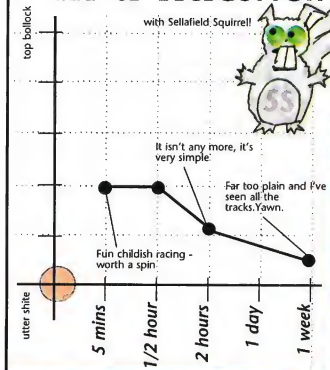
# Hot Wheels Turbo Racing

Hot Wheels logos are plastered everywhere, in a licensing frenzy!



**Hot Wheels burns straight out of your childhood memories and onto the PlayStation!**

## In a nutshell



The jumps and gaps within the tracks mean that you are often in the air.

Crazy upside moments like this are just part of the childhood fun.



You might recognise the similarities to Moto Toon GP, released in 1994!



It almost looks like you've ventured into a Micro Machines toilet level!

**"This game is perfect except for two little things: the way it looks and the way it plays"**

**T**he short and skinny of *Hot Wheels* is that you race around a madcap track in 'authentic' *Hot Wheels* cars pulling stunts to earn turbos that make you car faster. The reality is that while the cars look like poor replicas of your childhood dragster fantasies, they handle like re-conditioned Skodas.

The stunts are poorly implemented, often seeming like they were designed to be intuitive for a drooling fool listening to gabba. There are moments when you find yourself careering through the air, never quite able to pull off anything vaguely impressive. Yet when you land invariably your effort is deemed worthy of at least a turbo or two.

There are three types of stunts which will score you turbos, 360° Spins, front/backflips and barrel rolls. These can be linked into combo stunts though the overall feeling once you have landed these flying exhibitions is that you have merely made a mess.

## Hidden Replay

While it may seem that *Hot Wheels* has no redeeming features, this is not true. The tracks look awful but are mischievously designed, there are plenty of obstacles to burst through and ramp off. There are often multiple routes through a track and many secrets and short-cuts. There are extra cars hidden around the tracks giving them plenty of replay value. Sometimes tracks will cross

over themselves or even double back leaving you to face oncoming traffic and forcing you to take evasive action.

The range of cars and tracks is generous but it's the quality not the quantity as they say. The soundtrack boasts artists such as Primus, Metallica (Oh dear-Ed) and Mix Master Mike and is one of the game's few saving graces. Having said all this I found myself enjoying the game, though in all truth it would not look out of place on an Amiga (state of the art gaming circa 1992). While *Hot Wheels* has some inspired moments and some cunning design, it falls short of captivating you and does not hold a candle to some of the more polished titles available.

Sney

## The Verdict

Out now £39.99

Graphics ★  
Sound ★★  
Gameplay ★★  
Lastability ★

Good license and great ideas, but badly implemented and shoddily put together. With PlayStation graphics not looking any younger, this game fails in the most crucial area - playability.

Alternatively: Micro Machines V3 - ★★

dual shock analogue • memory card • two players

Published by Electronic Arts

**PRO** 40%  
Rated





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**Resident Evil 2**  
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**Recoil Light Gun & Reload Pedal**  
**0906 2223318**



**Cheat Card**  
**0906 2223315**  
If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100s of top cheats, it also finds new ones!



**Air Pad**  
**0906 2223313**  
Unique Motion reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.



**TopDrive GTO Dual Shock Compatible Wheel**  
**0906 2223005**  
This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

There's loads more PlayStation stuff available than listed here. Just listen to the Dial-a-Game™ service for full details.



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# This is Football

And this is an arse and this is an elbow!







All this top-notch action and a wealth of figures to finish with. Usual really.

# FOOTBALL

# WORLD CUP

## FIRST ROUND

### TEAM

GERMANY	1
ENGLAND	2
IRISH REPUBLIC	3
PORTUGAL	4

## GROUP E

P	W	D	L	GOALS	PTS
2	3	0	0	4:0	4
2	1	1	0	2:0	4
3	1	0	2	1:3	3
3	0	1	2	0:3	1

## GROUP FIXTURES

PORTUGAL	V ENGLAND	0-0
IRISH REPUBLIC	V GERMANY	0-1
ENGLAND	V IRISH REPUBLIC	2-0
GERMANY	V PORTUGAL	1-0
IRISH REPUBLIC	V PORTUGAL	1-0
GERMANY	V ENGLAND	0-0

VIEW OTHER FIXTURES



Insert football cliché here, "In the back of the onion sack" etc etc etc



Whats going on here then? Could it be football? YES, THIS IS FOOTBALL HA HA!

So there is no mistaking what this is all about. Forget all your FIFAs and your UEFA Strikers. Those top selling titles are only going to appeal to people who know their leagues and happily don their team's latest strip while downing some jars in their local Dog and Duck. Now this is football. And what's that all about then? Bloody Football, right!

So, patronising titles aside, what's this game all about again?

## FOOTBALL!

Yes indeed, football is the name and football is this game. In a world packed to the brim with full-on licences and celebrity pop-star soundtracks, how can this possible fit in? Snugly between FIFA 2000 ISS Pro Evolution as it happens. And very snug it is too. But to make this brash, and totally accurate statement you have to decide what sort of footy games the aforementioned blockbusters are: FIFA 2000 – easy to get into and a pretty straight forward kickabout. And what about ISS Pro? That'll be the more sophisticated and in-depth look at the world of professional pig's bladder kicking then. Good, we're sorted! End of review, right? Wrong, we have much to think about.

Although *This Is Football* doesn't surround itself in brand names celebrity endorsements, it does manage to give us a sweaty locker full of mud-caked



extras. We have 230 teams from around the world. And anyone who knows they're maths will tell you that that'll give you more than 5000 players to play with or against. Not bad for a game that refuses to bow down to endorsement pressure. And that's not the end of it. Just as in WWF Attitude, you can customise your players. While not allowing you to lead a team of seven foot flesh-mountains to the dizzy heights

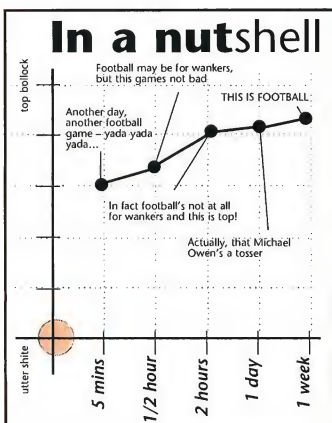
of football glory, you can give everyone goatee beards and let a formation of left-footed Ethen Hawke wanna be's beat seven shades out of Inter Milan. And that has to be good value!

So you've decided who you want to play and it's time to put this baby to the acid test. Into the stadium storm your boys. The crowd roars as Clive Tydesley greets you with the kind of rhetoric that only football commentators can get

**"You can give everyone goatee beards and let a formation of left-footed Ethen Hawke wanna-bes beat seven shades out of Inter Milan!"**



The keepin' it real replay section which highlight moments like this.



## The Verdict

Graphics ★★★★★  
Sound ★★★★★  
Gameplay ★★★★★  
Lastability ★★★★★

Out now £39.99

It's easy to get cynical when we are constantly inundated with football games. Well, nice one Sony, you've only gone and shown the world that Console football has yet to see its heyday.

Alternatively: ISS Evolution. [PS2] - Konami ★★★★★

away with. Right, lets go! Great, lost the ball to the opposition. Come on then. COME ON! A deft tap of the button and tackling has never been so easy. Not that any sweets are being taken from any babies here. Anyway Michael Owen isn't even on the pitch. Pass to the Striker and line up that golden shot. Bastard! The goalie is dead on. these guys must have been born with balls in their hands.

## He Shoots!

And then the beauty of *This is Football* begins to shine. The artificial intelligence is spot on. If you've been around a PlayStation pitch a few times you'll have no problem slipping into the football groove. Just keep your head, 'cos if you slip up an offensive, or your defence is slack – you will get hammered.

But it's the feel of *This is Football* that makes it a winner. While the graphics just miss ISS Pro sturdiness, it makes it up in speed and fluid animation. The gameplay balance between hands on arcade and gritty simulation is perfect. It won't alienate fans of ether style, while giving them an extremely fine common ground with which to burn out those hard felt grudges.

When it comes to recreating the great game of balls, the PlayStation has always been well endowed. There are your screaming beauties and your whining failures, all fighting to get their hands in you pockets. And amazingly enough, *This is Football* proves that this well-trodden genre still has some tricks up its sleeves that are worth shelling out for.

Will PRO

dual shock analogue • memory card • multi-tap • eight player

Published by Sony

**PRO 90%**  
Rated



Find out what our team  
though of this month's  
releases that ventured into  
our reviews section!



**Rich**



**Will**



**Si**

## Resident Evil 3

Eidos Interactive page 32

Capcom have done a fairly good job of flogging this game on every format with minor changes. It's still great fun though. The best this month. ☆☆☆

More zombie mashing from the masters of survival horror at Capcom. The format's starting to get a bit long in the tooth though. ☆☆☆

## Crash Team Racing

Sony page 36

I'm a big fan of *Mario Kart* and this definitely pips *Speed Freaks* to the post for best PlayStation lookalike. ☆☆☆

A kiddie-karter that can take on the badley 'tashed plumber head-on watch him swerve out the way. Mario eh? What a wanker! ☆☆☆

A nice little variant on the Mario Kart theme. However, if you already own *Speed Freaks* give think twice before buying this as well. ☆☆☆

## Music 2000

Codemasters page 40

For those used to sitting down with an Atari ST or PC sequencer this is a Fisher Price music creator but it's good fun. ☆☆☆

Improves upon its well-received predecessor, but still remains a tad too simplistic for the hard core posse. ☆☆☆

## Pac-Man World

Sony page 42

The last time I played this was at the 1998 E3 show about 18 months ago. It hasn't changed that much and it'll do for retro heads. ☆☆☆

Drags the Pacster kicking and screaming into the late nineties. Long live the pill-popping little yellow dot. ☆☆☆



## ISS Evolution

Konami page 44

The best PlayStation football game for most and certainly for me. Scores over EAs game by limiting goals and having a deeper grasp of gameplay ☆☆☆

It's a close toss up between this tidy boiler and Sony's *This Is Football*. *Evolution* just has the edge, and a very subjective edge it is. ☆☆☆

The finest football videogame on any system. Makes *FIFA 2000* and *This is Football*, look like a kick around in the park. ☆☆☆

## Formula 1 '99

Sony page 56

It's better than the last one and this Studio 33, developers of Newmann Haus, have used the same indicar engine with F1. ☆☆☆

It's never going to overshadow the might of *GT2*. A slicker attempt than '98. How could it be any worse? ☆☆☆

The definitive PlayStation F1 simulation. But, a little to technical to appeal to the casual speed demon. ☆☆☆

## Worms Armageddon

Hasbro page 48

Just what you need for Chrimbo, a fun multiplayer game with all sorts of bonkers weirdness. Looking a bit dated for the lads at Team 17 nowadays. ☆☆☆

A top game that's had it's graphics put through a Hannah-Barbara machine. Still as fun as it ever was, and with more stoopid weapons. Arf Arf! ☆☆☆

What the hell is it with *Worms*. This is utter dross. The videogame equivalent of waking up next to a corpse. ☆

## 40 Winks

GT Interactive page 50

*Rascal*. *Croc*. *Jersey Devil*. *Bubsy 3D*. This fills a Chrimbo festive gap for kids. Who have never played a videogame in their life. ☆

The fine visuals are somewhat overshadowed by a control method that just won't react fast enough. Shame. ☆☆☆

A competent if somewhat unoriginal platformer. There's little in 40 winks that makes it stand out from others in this over subscribed genre. ☆☆☆

## Hot Wheels Racing

EA page 52

Slap dash racing for fans of the license. It's not *GT2* or *Micro Machines 4*. ☆☆☆

Easier than pissing in a barrel without any of the dangers. Just buy the die-casts and go play in a sandpit It's better fun! ☆☆☆

An abomination of a game, which is both under designed and poorly programmed. Avoid, Avoid, Avoid. ☆

## This Is Football

Sony page 54

As football games go this is highly competent. Unfortunately *ISS Evolution* manages to beat this in almost every respect. ☆☆☆





# Ryan



# Mike



# Ian



# Sney



# Gaz

Classic *Resident Evil* gameplay and a good inbetween for those awaiting a PlayStation2 version. ☆☆☆

A good racer that should entertain fans and is bound to do well with 'the kids' who worship the Bandicoot. ☆☆☆

*Resident Evil* cannot go wrong in my view. It might be familiar but it's so good to play, goddammit! ☆☆☆

I used the original *Music* to assist my band – I used it as a cheap drum machine and I'll be using this too ☆☆☆

*Pacman* doesn't get the retro treatment but can't really compete with *Crash* and co ☆☆☆

Fantastic stuff! The best kick around of the year by far. ☆☆☆

Cool ball action. What else can I say? We play it in the office all the time. ☆☆☆

The best version yet, but the cars are a bit jumpy which spoils things slightly. ☆☆☆

*Worms Armageddon* simply isn't as good as the original. We've got better multiplayer games nowadays. ☆☆☆

Basic Graphics but gameplay to die for. Yes, *Worms* is the most fun you can have with a pink thing. ☆☆☆

*40 Winks*. I wish I could. This sends me straight to sleep, faster than an episode of *Who Wants to Be a Millionaire*? ☆☆☆

A severely average title which just doesn't fit in to my personal racing roster. Sorry! ☆☆☆

This is just not needed - I'll wait for *Micro Machines V4* thanks. ☆☆☆

Real player names? Goodness me, I'm in heaven. Thankyou. ☆☆☆

Jill wiggles her cute little cut off shorts like no other. Stand aside *Dino Crisis* and your catsuited babe, the real lady of the night is back ☆☆☆

Groove to the sound of the wickedness. Music bliss kids, we're gonna give it to you like this! ☆☆☆

I'm into my F1 games and this is the best. ☆☆☆

Another cute platform thingy? Well I'll let it slip past, just this once as it's soooo slick. Brilliant controls, pixel perfect jumping action – much fun! ☆☆☆

*Micro Machines* and *Moto Toon GP* in a cauldron. Which is cold. ☆☆☆

I love it. OK it's flippin' tricky to score, but that's footy for you. Excellent graphics, cool controls and you get all the real names and teams. ☆☆☆

Scary shit but I can't really see much difference from *Resident Evil 2* ☆☆☆

I can't see the point of releasing this on a console but it's created some funny tunes in the office. ☆☆☆

Retro-gaming doesn't really have any place and *Pac Man*, please. Namco, please we want *Tekken*. ☆☆☆

I'm not the world biggest footy fan but this arcade action is enough to make me cream my pants. ☆☆☆

*F1 '99* isn't quite as stunning as the original but is better than '98 as most people have said. But we've got *TOCA World Championship* and *GT2* ☆☆☆

*Worms* in my pants are more fun. Still, this will do for one nights entertainment. Rent first ☆☆☆

I don't know what the hell Ian is on about but this is average at best, not good ☆☆☆

Strangely, I liked this a lot more than everyone else but I do prefer *FIFA 2000* ☆☆☆

Oh, I can't manage this. It's too scary for me ☆☆☆

My favourite game of the year by far. In two-player mode this is so good it almost makes me cry ☆☆☆

What the hell is this? I'll stay with my Level 42 CDs thanks very much. I don't fancy my chances as a DJ ☆☆☆

I'm used to playing *Pac* on my Mac at work but now I can take it home, it's perfect and a little more modern. ☆☆☆

I like me footy and this is the best we're going to get on the PlayStation ☆☆☆

I didn't enjoy this as much as *Lemmings* years ago but it's funnier and better with two players. ☆☆☆

This will be cool for the kids which want something to go with their *Hot Wheels* play sets. ☆☆☆

Just thought I'd say that this was fun until *ISS Evolution* arrived then I forgot about it completely. ☆☆☆



# Your Worst NIGHTMARE

What is true horror? It certainly isn't a pile of stones being left outside a tent in *The Blair Witch Project*. Nor is it the bloke-smoking-a-fag who gets his arm bitten off in *Deep Blue Sea* (you could clearly see his real arm bulging out from under his shirt!)

No, true horror has to be something real, and not celluloid. Horror can be a road, accident, a natural disaster or a famine... so how close can a mere videogame come to portraying such disturbance? Let us now examine the horror genre in its PlayStation entirety...

## Resident Evil ①

(Capcom 1996)

This was the game that started it all. It was no secret that Capcom was intending to invent a whole new genre in 'survival horror', but nobody really expected it to have quite the effect it did. Development began before the PlayStation went on sale in Japan, and this was evident in the appearance of the game that blew everything else out of the water at the time.

What the game did was enable players to live out and re-enact their favourite moments from some of the best cult zombie flicks of the late Seventies in stark detail. It was a deeply unnerving game that played on every emotion going whilst keeping the character interaction distinctly

hammy (although we doubt if this was ever the intention). When the game was released, it was given a certificate so as to ensure that younger players weren't subjected to its graphical, gory content. Needless to say, the only effect such censorship had was to ensure that it sold more copies. Apart from copious amounts of brain flying all over the shop though, *RE* had atmosphere. From the sinister musical score to the chilling sound effects, players always felt as if something major was going to go down at any moment, and even when it didn't, this in itself was satisfying.

The playing area wasn't huge – confined as it was to a mansion and its immediate surroundings. The depth was heightened by the puzzle-solving required to get further, as players had to back-track a fair deal, and search areas for possible new escape routes or clues on how to access other areas.

Another applaudable aspect of the game was the scope to play out the nightmare with two distinctly different characters. On the one hand you had Chris Redfield – a strong-headed action-hero of the shoot-first-ask-questions-later mould, and then there was Jill Valentine, a more vulnerable character who had alternate means of dealing with situations. The adventure altered depending on whom you played as, and this added replay value







by the skip-load. The game was capped by the way in which events and character confrontations changed depending on the order in which you performed tasks and visited locations. This ensured that no matter which character you used, no two games were the same. Needless to say, the public voted with their wallets and *Resident Evil* went on to enjoy major success at both its full-price heyday, and more recently on its budget re-release. The world was gripped, and sequels were inevitable.

## Resident Evil: The Director's Cut

(Capcom 1997)

The release of this slightly enhanced version of *Resident Evil* served two purposes. Firstly, it was a stop-gap that helped ease the strain of the exceedingly long wait for the proper sequel. Secondly, it added to the game's already cinematic feel, as gamers were keen to share what they believed to be Shinji Mikami's true vision of how the game should have been.

The result was certainly nothing special. Some new perspectives were added, items scattered in different places and... well, that was about it. What did ensure big sales in Japan though was the shrewd inclusion of a playable demo of *Resident Evil 2*. Kind

of like what happened earlier this year when punters flocked to the cinemas just to see a two-minute trailer for *Star Wars Episode 1*, copies of *RE: Director's Cut* flew off the shelves as die-hard gamers could stand the wait for a glimpse of the future no longer. A more polished game for sure, but a pointless investment if you had already owned and completed the original.

## Clocktower

(ASCII Entertainment 1997)

This was a game by software rookie, ASCII (more famed for its extensive range of peripherals than its games). It was largely overlooked when it was released and panned by the critics. Not a good game by any means, and its old school appearance ensured that it didn't sell, but the main villain, Scissorman, was a commodity severely lacking in other horror games. The limping stalker who terrorised student nurses in the game with a pair of gardening utensils and (drum-roll) a bag over his head was almost comical in a Scooby Doo sense. But it was the sheer (pardon the pun) fact that he actually went around hacking people up and not just frightening them that made him a cult favourite.

The game enjoyed slightly more success in Japan, so much in fact that a sequel was born, although don't ever



Helen: Wh...what should I do?

Gottis: Oh boy, oh boy...



# feature

expect it to be granted a release in this country.

## Resident Evil 2 (4)

(Capcom 1998)

With the hopes and aspirations of hooked gamers the world-over, the pressure was on Capcom to produce a sequel that could appease the baying hordes that had grown tired of the lengthy delays. The extra time spent was commendable though, and the game underwent numerous redesigns and plot-alterations before finally going on general release in Japan in March 1998. The impact was instantaneous, and a unanimous thumbs-up heralded its eventual transition to the shelves.

Coming on two discs, the game was instantly acknowledged to be much bigger than its predecessor, and the differences were apparent the moment you loaded it up. The tacky FMV intro style of the first game was replaced by a jaw-dropping computer-rendered sequence that genuinely sent a shiver down your spine, and then there were the massively improved in-game graphics.

In this sequel, the evils that were confined to the mansion in the first game had spread to the nearby city of Raccoon, and the inhabitants were decaying faster than an alcoholic's kidneys! Players were invited to play as either Leon Kennedy, a rookie cop assigned to Raccoon City (that's some welcoming committee, right?) or Claire Redfield, sister of Chris, who had turned-up to find her long-lost sibling. Each character had their own disc, intro sequence and second scenario, which was played after gamers had completed the other character's main game.

Of course, the danger of *Resident Evil 2* was that the shock factor that occurred throughout the first game was greatly diminished, and players felt as though they'd seen and done most of it before. The introduction of a few new lame creatures did little to help the cause. But then looking back, the scariest moment of *RE2* for us was nothing to do with zombies or suchlike, but the heart-stopping moment when a floorboard gave way under your character's feet!

## Parasite Eve (5)

(Squaresoft, 1998)

When it comes to in-game cinematics, nobody does it better than Square, and that statement was cemented by the release of *Parasite Eve*. A turn-based adventure game by nature, it opened with one of the most

spectacular, sinister, and unforgettable intro sequences ever seen in a videogame, and one that remained etched into your brain long after you stopped playing.

The game could be considered a kind of prototype for *Final Fantasy VIII* in terms of combat systems and appearance, so it is a major shame that it still hasn't been granted a release in this country. We have heard that Sony Computer Entertainment Europe (SCEE) will now be releasing it in the new year but, like *Tobal No 1* before it, by the time *Parasite Eve* does emerge over here, it'll be horribly dated compared to much of the other, newer stuff around. As a game, if anything, we feel it was bogged-down by too much detail. Players assumed the role of Aya Brea, a New York cop who realises she has special powers. Exploring a truly vast playing area, the goal is to hunt down the mysterious Eve, a genetic mutant who has assumed the role of a beautiful opera singer (with a fiery temper). There was much to explore and even more to pick-up. Graphically, the game was a stunner, and the amazing cinematics cut into the action at regular intervals. The game also made stunning use of the Dual Shock pad to provide Aya with true analogue control. Anyone fortunate enough to snap this up on Japanese or US import will have been fortunate enough to play perhaps the most atmospheric and truly horrific games of all time.

## Silent Hill (6)

(Konami 1999)

This was the game that supposedly

## Little Shop Of Horrors

Not horrific by any stretch of the imagination, in fact, they could barely be described as being scary, or even mildly frightening, but here is a small collection of other PlayStation games with a horror-style content...

### Castlevania

(Konami 1996)

Sculptured from the shame chisel as the ancient Ghosts 'N' Goblins games, this side-scrolling platformer remains one of the most challenging games of its kind on the PlayStation. Horror fans were able to relate to the sheer amount of demonic creatures on show, but it certainly wasn't the stuff nightmares are made of.

### Alone In The Dark 2:

Jack's Back (Infogrames 1996)

The 'Godfather' of survival horror made a shock return in this early PlayStation release. Unfortunately though, the graphics couldn't support the sinister storyline, and the only terror to be

found was the ghastly character models and garish colours. Hopefully though, the forthcoming release of *Alone In The Dark 3* should rectify all that.

### Blood Omen:

Legacy Of Kain (BMG 1997)

Not scary as such, but this interesting release from BMG put an entirely new slant on the horror genre - playing the bad guy. In *Blood Omen*, players assumed the role of a claret-guzzling vampire that thought nothing of draining poor peasants of their life juice. Not a classic by any means, but deeply entertaining, in a sadistic kind of way!

### Nightmare Creatures

(SCEE 1997)

Horror doesn't necessarily have to be confined to an adventure genre, although it does if it is to remain scary. *Nightmare Creatures* was a scrolling 3-D beat-'em-up game set in 19th Century London, and it involved duffing-up vampires, werewolves and huge, lumbering mutants of every description. Enjoyable, but not scary.

### Legacy Of Kain:

Soul Reaver (Eidos 1999)

Crystal Dynamics' 3-D sequel was a triumph in one respect - it made Lara Croft's exploits look tired and positively dated. The possessed a cracking 3-D engine and made great use of special effects to enable the central character, Raziel, to switch between two different universes. Its success relied very much on whether anyone really wanted another Tomb Raider-style game.

### Shadow Man

(acclaim 1999)

Featuring one of the best storylines in recent years that involved voodoo magic and serial killers, *Shadow Man* was also one of the biggest disappointments of the year. The PlayStation just couldn't handle the game engine, and the result was a truly dire appearance and remedial computer character AI. Best remembered on the PC, N64 and Dreamcast.







had it all. We were seduced by the eerie plot and an intro that conveyed a lot within a short space of time. *Twin Peaks* we thought. Then it all went hideously wrong as soon as Harry Mason (the game's anti-hero) stepped outside that diner and was confronted by one of the winged beasts from *Jason And The Argonauts*! Er, hello?

We wanted a game that scared us in the conventional sense by what we don't see, not be confronted by one of the oldest enemies in the book as soon as we took control of the main character! It's a bit like the faceless children that roamed the school. Yes the spate of high school shootings in the US was a tragedy, but just because some ill-informed people got on their soap-box about violence in videogames being the root of all evil, it shouldn't have meant that perhaps one of the most unnerving adversaries in recent gaming history be altered into cop-out zombies. We still treasure our Japanese import copy of *Silent Hill* above most other things, because, we may not have understood a word of the text and the winged beasts may still have been fluttering, but at least we're saw it how it was meant to be seen.

The rest of the game was a deeply compelling experience once you got over the, "It's not *Resident Evil*, is it?" pretenses. New wobbly camera-work heightened the tension, twists designed to unsettle took place at the most unpredictable moments, and then the game concluded with a batch of different endings that ranged from the scary, right through to the utterly bizarre. It's just a shame the game failed to draw you in as the *RE* series did, because once this had got under your skin and inside you head, you were destined not to sleep well until you'd psychically escaped from the town of Silent Hill.

## Dino Crisis ⑦

(Capcom 1999)

Aside from working on the eagerly-awaited third *Resident Evil* game, this was Shinji Mikami's other project, and with a plot that involved dinosaurs instead of zombies set in a *RE*-style universe, what could go wrong? Well, apart from the fact that we've only got a few old bones and Kenneth Brannagh to tell us that they even ever existed, they're just not scary!

The game opened with the, now-token, spectacular Capcom rendered intro sequence, then we were treated to the same character introduction, via idiot boards, that films such as *The Mummy* have been guilty of in recent years. If you would recall in the dire film, the introduction of Rachel Weisz.

Now, we instantly gathered that she was pretty (and therefore the love interest), we then discovered that she was clever (a hard-to-get love interest!) finally, we were told that she was fluent in several languages including the ability to read complex ancient Egyptian hieroglyphics (hmm, maybe she'd be handy to take on an expedition to an ancient tomb then!) The same rules applied in *Dino Crisis*, Regina – red hair, must be a bit of a rebel, and not adverse to ignoring direct orders from her superiors, Rick – techy bloke, could be good at hacking computers, and Gail – gravel-voiced superior who must be bad because... well, none of the other two are. You see what we're saying?

Despite the plot that involved *Jurassic Park* being rewritten on the back of a postage stamp, the game introduced us to some new additions to the survival horror genre – namely the ability to directly choose your destiny by which team member you followed at certain junctions throughout the game. The puzzles were also of a more engaging and thought-evoking nature, which certainly wasn't a bad thing also. Unlike *RE2* though, the game lacked that killer replay value. There were three endings, but all three could be accessed from the same save-point near the end of the game – the last invitation to choose your destiny determined two of them, and a simple detour decided the third.

Then there were the secrets you unlocked. This would turn out to be a standard feature in Mikami games now; complete the game, unlock an 'against the clock' sub-game and a few new costumes. Few could have predicted the secret character crafted from a stick of tofu in *RE2*, but somehow, when it came to *Resident Evil 3*, we knew the surprises were getting thin on the ground!

## Resident Evil 3: Nemesis ⑧

(Capcom 1999)

When the first screenshots were released, we assumed that this game was merely another stop-gap whilst we waited for the true sequel to *Resident Evil 2*. After all, it was still set in Raccoon City for starters, and as fans of the second game will know, the way forward from there was an all-out assault on the Umbrella Corps' European offices. Sadly not though, at least not yet anyway.

In the game, players once again assumed the roll of Jill Valentine. Having returned to the Raccoon City police department after the events

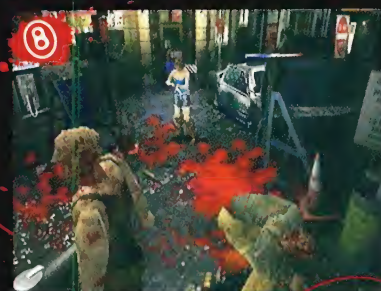


that occurred in the first game, Jill was alarmed that the whole virus outbreak had been swept under the carpet by her superiors. Disillusioned, she promptly quit the force and was just on her way out of Dodge when the horrors returned to haunt her.

As a sequel, *Resident Evil 3: Nemesis* was quite a departure from what the die-hards were expecting after *RE2*. The fine plot details were replaced by more guns and more zombies to shoot – giving the game a much more action-feel. The puzzles were altered as well though, taking on more of a random approach, but despite all this, the game seemed to lack substance. It could almost be argued that *Dino Crisis* was a prototype for *RE3*, especially as this game followed the new trend set

by *Dino Crisis* of 'live selection', whereby players are asked to choose their destiny at key moments during the adventure, the outcome of which will alter (albeit not too much) the outcome of the game. After *Resident Evil 2* though, *RE3* was evidently much smaller in comparison. Coming only on a single disc with the main brunt of the action taking place around Jill, the replay value wasn't great.

However, like *Dino Crisis*, a sub-game and fancy new gear for Jill was waiting in the wings upon completion. As a horror game though, *Resident Evil 3: Nemesis* relied heavily on the 'Nemesis' of the title to bring the shock factor... it didn't really work. After the first



turn to  
page 34  
for our full  
review of  
res. evil 3

couple of confrontations (the Nemesis, or stalker, cropped up at frequent intervals to batter you with predictable ferocity) the whole inclusion of the rocket launcher-wielding beast started to annoy rather than terrorise. The best thing to come out of *RE3* was the ending that saw Raccoon City being wiped off the map, so at least fans can rest assured that they need never venture back to its squalid confines again. So now all eyes are on Code Veronica on the Dreamcast, and the next *Resident Evil* instalment on PlayStation2 to halt the franchise's slide into mediocrity.

## Epilogue

So, having evaluated 'survival horror', what conclusions can we draw? Well, on film, a tense situation can just be someone seeing something and running away. This doesn't carry well to videogames because we need more action, we need to kill something, and (not wanting to sound too much like a gum-chewing yank) we need to win. But at the same time, folk take a dim view of shooting things in games because they feel it encourages real violence. So what sort of games are we supposed to play? In fact, we'd wager money on top politicians playing *Theatre Europe* on their lap tops, and that doesn't encourage them

to push the nuke button. At least we hope not!

With games such as *Silent Hill* and *Parasite Eve* playing on our emotions, the last truly scary game was the very first *Resident Evil*, made four years ago. With this acting as a basic blue-print for most other horror games to follow, the future doesn't bode well for the genre. Now we must look ahead to the next generation consoles, and indeed the PlayStation2's much hyped 'emotion engine' to see what new twists can be added. Of course, home entertainment set-ups play as big a part in heightening the atmosphere in such games, but with a game to tie-in with *The Blair Witch Project* already in development, hopefully this will become less of an essential requirement and more of an optional extra.

Like the Hollywood horror movies, original ideas have died a death, and as usual, special effects are relied heavily upon to bring in the shocks. Even when *Scream* breathed new life into the genre, it was squeezed dry and mimicked with expensive dross like *I Know What You Did Last Summer*. It's difficult to assess how horror games can become scary again, or indeed if they even can. But until an answer is found, we'll just have to put up with sequels like *Resident Evil 3: Nemesis*, that make the oldies and the goldies just a distant and fond bed-wetting memory.

## Forthcoming Frighteners...

With horror now a well-established commodity in the world of gaming, here is a list of forthcoming games of a horror nature.

### Koudelka

Developed by a Square defector for unknown Japanese software house, Sacnoth, Koudelka centres around the mystic powers of one woman and is set against a supernatural Welsh back-drop. We think it will impress.

### Parasite Eve II

Set a couple of years after the events in the first game, *PEII* once again features Aya Brea as the main heroine, but her past has come back to haunt her in a big way. From what we've seen, this game will indeed be mighty!

### Alien Resurrection

In space, no one can hear you scream. Unfortunately, we'll all probably be living in space by the time this ever comes out. Having spent more than two years in development, this game has undergone many redesigns, and this has dampened our enthusiasm somewhat.





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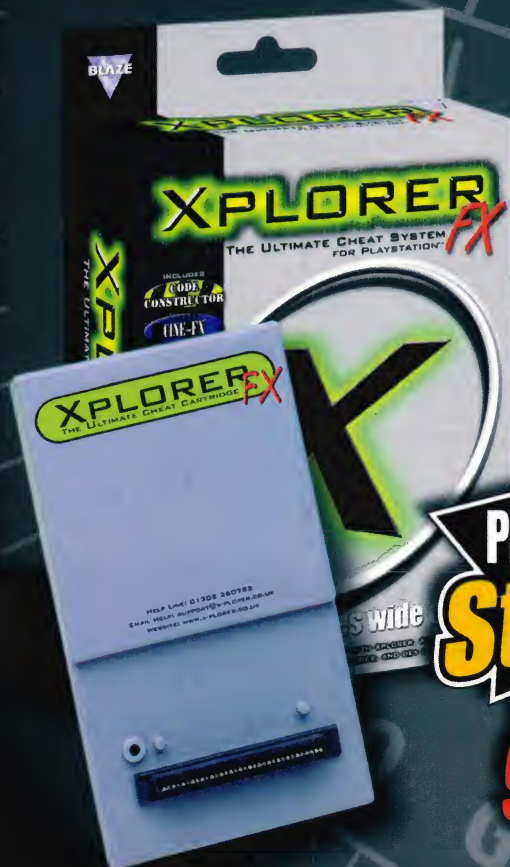
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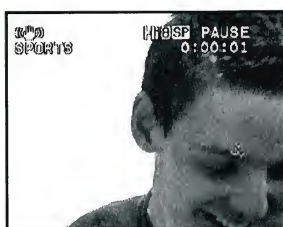
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# lett



*This month we've had a barrage of utter loons in our letters sack. War, naked game characters and piracy. We get the lot. We're desperately in need of a healthy PlayStation2 debate so c'mon and tell us if it's going to be for tech heads, gamers or online freaks. DVD? We don't need it do we? The most intelligent letter will win a copy of our covergame, Tomorrow Never Dies. No more strange letters, then. Please Lord.*

## Naked Wishes

My name is Lewis Arnold, I am 14-years-old and have been collecting your magazine for five months. I think it is great and brings gamers up to date with games and news on PlayStation2. All my mates at school keep telling me that all the main games have a cheat within them to make them naked. For example, Lara Croft in *Tomb Raider 2* [oh no, it's a tosser - Ed]. They say that if you collect all the secrets you can access the cheat. They also say say Regina from *Dino Crisis* will become naked (I wish). If you can tell me if this is true, I will be happy. If you can tell me how to access the cheat I will be even happier.

*Lewis Arnold, Solihull*

**Dear Lewis, you transcend the normal sadness of a Tomb Raider fan and venture into the wanting to see dear *Dino Crisis* characters in the buff. What about Rayman, Spyro and Squall from *Final Fantasy*, eh? Maybe we should do a poster mag for you, starting with *Crash Bandicoot*. If you tap the x button in time to the Spice Girl song *Wannabe* when playing the new**

**version of *Tomb Raider 4*, however, you die.**

## Weird Name

I am writing to you to say something [er-Ed] the forthcoming PlayStation2 and Dreamcast. [Help, he's not making sense - Ed]. When the PlayStation2 is out will your magazine still be out or will it be called some weird name like PlayStation2 Pro?

*Adam Walker, Cambs*

**No. We'll still be called the same name. Good old PLAYSTATION PRO suits us fine although we did consider naming ourself International Hair Journal after Wills dramatic follicle growth. But we won't be doing that or covering Dreamcast. You buffoon.**

## Buffy to Die?

I was wondering if Angel will ever die in *Buffy The Vampire Slayer*. If he does can you tell which series will it be in.

*Amy Hetherington, Carlisle*

**Pardon? Are you mad. Did you see**

**PlayStation PRO**  
MAGAZINE



Wise words mate...

The Dreamcast eh? £199 for what? *Soul Calibur* and *Sega Rally 2*. No thanks - we'll take *GT2* and a PlayStation for £110 thanks. What about the Internet capability? It's bollocks. 6 million players? Only 4 can play together and you can do that on your 'Station. The pads as well - sorry, but we refuse to believe that they are easy

to use or nice to look at. They simply look like those stick-on cleaners you place in your toilet. We're very sorry, but we just don't see any future in Sega's great white hope. It's just not good and when we get letters asking if the Dreamcast is better then we chuckle and laugh at their ignorance. Have you played *Virtua Fighter 3*, have you?



# ers



Did she kill Angel and why is Amy Hetherington so fascinated by the bloke above.

the word 'PlayStation' on our mag. We don't even watch *Buffy*, but Will and Ian said that they saw the actress Sarah Michelle Gellar in the buff. Whatever that means.

but what I haven't heard is whether there will be a way to play copies games on it? Please help – I think your mag is excellent.

John Bailey, Tyne & Wear

## Copy Cat

I bought a PlayStation about six years ago and decided to get some copied games. I found them to be good value. Now I have heard lots about PlayStation2

What you are doing is illegal. You should pay for games. The PlayStation2 will be DVD based and pirates are likely to run into problems. If only your parents knew, you cheeky monkey.



The new range of Psygnosis games that are due from the recently quiet development house.

## Star Letter – DVD Player

Don't you think that the PlayStation 2 will succeed just because it has a DVD drive. I mean, £200 for a decent player? The cheapest one of seen in the high street is £250 and that's a bad one. The drive in the PlayStation2 has got to be good because it's a Sony one and you get the games hardware practically free.

Tod Hughes, Manchester

Yes, you're right. Good point, good letter. Star Letter even.



## Medallion Man

Nov 1999. Last remembrance day of the century, ten years since the reunification of Germany. What a fitting time to release *Medal of Honour*? War isn't a game – people stay dead. What next? how about [Snip! – Ed].

Mark Brown, Bedford

Yes Mark, we agree. But, er, steady on there. I'm sure Mr Spielberg didn't intend to offend anyone with the Dreamworks created game. I mean just look at *Schindler's List* and *Saving Private Ryan* – surely they point to the perils and sadness of war rather than the US style of glorifying such pursuits. No? Er, well that's Spielberg for you. Even *ET* legged it to do the BT ads. He's Bob Hoskins son, you know?. But BT won't let him phone home. Poor sod.

## Psygnosis where are you

I thought Psygnosis had gone bust and that Sony released *Wip3out*? What is going on as I hear there is a sequel to *Roll Cage* in the works or erm, is this just a load of bollocks that my friend Paul Haldon told me?

James Davies, Portsmouth

Psygnosis are alive and well, it's just that Sony have quite a bit of control over them in publishing terms and so on. *Roll Cage: Stage 2* is due out in the new year and will be followed by a new version of *Colony Wars* subtitled 'Red Sun' and an original game called *Team Buddies*. See this issue's Eyewitness for more details.



# tip

## Relief with Miss B



Well hello again readers. I've got a festive bundle of joy in my sack which includes a full guide to *Spyro 2* and all the tips that you've been gagging for. Come on!

**Q** Bea' I think you are the most attractive woman I have ever seen. I love to see you scattered through PlayStation Pro. You make it worth reading on your own. I may be a dreamer, but I'm not the only one – come on a date with me? Please wear something that shows of your tummy (I love your stomach!) and bring some cheats for *Ape Escape* so I can finish that game and my mum will let me buy another.  
Claude Reynard, Warwick

### tips & cheats

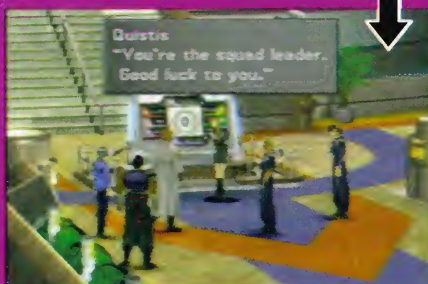
This month I've slimmed down to my fighting weight to bring you the latest cheats for the newest games. We're talking just released here. Old timers get a crash helmet... we're going in baby!

**R Type Delta** page 69  
I'm going to outer space...



**Grand Theft Auto 2** page 70  
fight the law and win

**Final Fantasy VIII** page 68  
We show you how to fully fantasise





# s&cheats

## Ape Escape



menu, then select the "Resume" option.

### Battle skip:

Press Select, R1(2), L2(2), R1, R2 at the deployment screen. Then, select the "Resume" option.

### Money:

Press Select, R1, L1, R1, L2, R1, R2 at the deployment screen. Then, select the "Resume" option.

### Instant death:

Press Select, R1, L1, R2(2), R1(2) at the deployment screen. Then, select the "Resume" option.

### Fast reload:

Press Select, R2, R1, R2, R1, L2, R1 at the deployment screen. Then, select the "Resume" option.

### Select opponent:

Press Select, L2(2), R2, L2, R1(2) at the deployment screen. Then, select the "Resume" option.



### Small heads:

Press Select, L2(4), R1, R2 at the deployment screen. Then, select the "Resume" option.

### All cheats:

Highlight the spare book in the caravan. Then hold Select and press R1, L1, L2, R2.

### View FMV sequences:

#### The Black Grail

Press  $\triangle$ , L1,  $\odot$ , L2,  $\ominus$ , R2 at the main menu.

#### Carnstein and Jewel

Press R1,  $\ominus$ , R2(2),  $\odot$ , R1 at the main menu.

#### The Hand of Nagash

Press R2,  $\triangle$ , R2,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$  at the main menu.

#### Liber Mortis

Press  $\odot$ ,  $\ominus$ ,  $\odot$ ,  $\triangle$ , R1, R2 at the main menu.

#### Victory

Press L2,  $\triangle$ ,  $\odot$ ,  $\triangle$ , R1, R2 at the main menu.

Press R1, L2,  $\ominus$ ,  $\odot$ ,  $\triangle$ , R2 at the main menu.

**A** Can I detect that you are one of our younger readers? It's the Crayola writing that gives it away. I'm not adverse to dating Toyboys, but judging by your age, you'd be more of a Early Learning type, rather than my preferred GI Joe with a kung-fu grip. Here are the cheats you wanted and Claude, never give up hope.

### Collect more explosive bullets:

Pause game play and press R2,  $\uparrow$ , L2,  $\uparrow$ ,  $\triangle$ ,  $\downarrow$ ,  $\triangle$ ,  $\downarrow$  to collect  $\uparrow$  to 99 explosive bullets.

### Hint: Rear-view in ski mini-game:

Press L1 or R1 in order to get a rear-view mirror to see who's behind you during the ski mini-game.

### Secret tunnel in Dark Ruins:

Locate the stop sign in the second stage of the Dark Ruins level. Push it out of the way to find a secret tunnel.

**Q** How are they hanging Bea? I'd love to see you decked out like that Xena sort off the telly. All that leather and tight,

constricting cups. I can picture you now. Tasty. If you can't send me a signed photo of your good self in full battle gear, how about help for that top game *Warhammer: Dark Omen*. I'm not a geek, so don't take the piss or I'll get might upset.

Yours with the smell of freshly buffed leather!

Todd Jardin Lancs.

**A** Funny that you should mention Xena's outfit. After seeing Will faun all over the game, I was straight over to the Pro telephone directory and thumbing through for real leather outfitters. All my old stuff has got tarnished due to bigging it up in metal clubs, so it's about time I started with a whole new rig. And Todd, you're a geek! Only kidding, hope these cheats keep you high in fantasy heaven!

## Warhammer Dark Omen

### Chapter skip:

Press R2, R1, L2, R2, R1, R2 at the main

**Soul Reaver** page 70  
We're here to save your souls



## Games this month

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# Final Fantasy VIII

**Q** Dear Miss Bea' Havin' Why don't you just give in to your basic instincts and come over to my place. I'm a great cook, know how to fix stuff and can touch my nose with my tongue. What else could you want from a guy. Admittedly, I am a ginger, but that's never usually a problem since after I've been with a girl, she's rendered colour-blind for at least a week. All you have to do to win my attentions is to dish out some basic hints for Final FantasyVIII. Come on, you know you want it baaaad!

*Phil Claydon, Milton Keynes*

**A** You just see an opportunity and go for it, don't you Philip. Don't worry about your Duracell look though, it won't effect me 'cos I'm staying in tonight painting my nails. You can have some tips though. And next time you write in, try to keep and strange and curly hair from sticking to the gum. It's quite nasty you know.

## No random battles:

Use the following methods to never have any random battle outside of towns: rent a car for 3,500 gil, walk on train tracks, walk on paved roads, or get Diablos' No Encounter ability.

## Free Potions:

You can get free Potions in Timber



Town in Disc 2. Get Rinoa in the party, then go to the bridge (over the railroad tracks) where you saw the guards. Keep returning until a man appears. Talk to him, then talk to him a second time to receive a Potion. Leave the screen and return until he appears again and repeat.

## Easy Ability Points:

Go to Cactaur Island earn 20 AP for each Cactaur that is defeated in battle. Cactaur Island is the small island covered by a desert.

## Easy Experience Points:

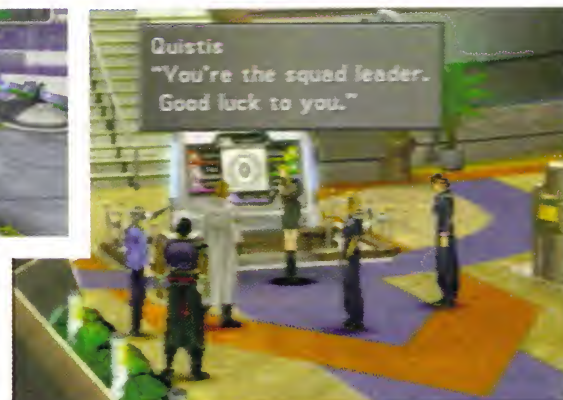
Display the world map and travel to the left-most island. It contains powerful monsters that can easily level up your characters after battles.

## Stock up on items:

Spend as little Gil as possible up to Disc 2 (preferably until Fisherman's Horizon). Make your characters battle as much as possible to reach levels 30-40. You should have now enough Gil to stock 100 of all items.

## Drawing GFs:

One of the most commonly overlooked things to do in a heated battle is drawing from Bosses. By using the Draw command, you may find a hidden GF in a Boss. Try drawing from the Evorlet in disc 1 to find Siren. Draw Leviathan from Norg in disc 2. Draw Pandemonia during the battle with Fujin and Rajin in disc 2. Draw Alexander from Edea during the second battle with her. Draw Eden from Ultima Weapon on the artificial island where Bahumut was defeated.



## GF Boost:

The following trick can be used with any GF that has learned Boost. Cast a GF. Hold Select when the blue bar disappears and the character casts the GF. A hand in the bottom right corner of the screen will appear. Notice the circle icon under the pointed finger. When the icon is showing, press Circle rapidly. Stop when the circle icon has an X over it. Try to get the numbers located beside the icon (which starts at around 70) to 100. Depending on the strength and weakness of the target, the GFs attack can take up to 9999 HP off of each opponent.

## Get limit breaks on every hit:

When the health of all your characters in the party is low enough to trigger limit breaks, instead of using normal attacks while waiting for the limit break option to appear, keep hitting Circle to skip them until that option appears. Remember that if you cure any of the team, they will not get limit break options. However you will run the risk of having the

entire party getting wiped out with a single magical attack; it may be best to keep one member at full health so he or she can revive the others if needed.



# R-Type Delta

Q

Dear B,  
I've got *R-Type Delta* and it's the bollocks. Big guns, big robots – fantastic! Anyshite, I usually play it while bombed out on cheap cider and there for can't get much further than the middle of level 2. Tell me the way of success and I promise to stop nicking stuff from your washing line.

*Jonnie Stalker, Salford*

A

So your the cheeky little monkey who keeps on stealing my shower caps. Well you can cut the nonsense out for starters and let a girl take a shower without ruining her hair for the night. Take the cheats and keep away or I'll set the cats on you!

## Refill Force power:

Press Start to pause game play. Then, hold L2 and press  $\leftarrow, \rightarrow, \uparrow, \downarrow, \rightarrow, \leftarrow, \uparrow, \downarrow + \triangle$ .

## Red power-up:

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press  $\leftarrow, \rightarrow, \uparrow, \downarrow, \rightarrow, \leftarrow, \uparrow, \downarrow + \triangle$ .

## Blue power-up:

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press  $\leftarrow, \rightarrow, \uparrow, \downarrow, \rightarrow, \leftarrow, \uparrow, \downarrow + \triangle$ .

## Yellow power-up:

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press  $\leftarrow, \rightarrow, \uparrow, \downarrow, \rightarrow, \leftarrow, \uparrow, \downarrow + \triangle$ .

## Ship preview:

Hold R1, R2, L1 or L2 and press the D-pad at the ship selection screen to change the camera view. Press  $\odot$  to change the speed of the rotation. Press  $\triangle$  or release R1, R2, L1 or L2 to restore the original view.

## Level select:

Use the Delta bombs more than 10,000 times. This may be checked by viewing the "Notes" or "Your Record" menu. A "Stage Select" option will appear when this goal has been completed.

## Extra credits:

Accumulate over three hours of game play to increase the number of credits to nine.

## Unlimited credits:

Accumulate over six hours of game play to unlock a "Free Play" mode.

## Power Armour jet:

The Power Armour is the best jet in the game. It can be accessed by successfully completing the game under the "Human" (normal) or Bydo (hard) difficulty setting, or by playing the whole game over one hundred times.

## Gallery Images:

A background picture is added to the gallery after approximately every half hour of gameplay.



# V-Rally 2

Q

Dear B,  
I'm stuck on *V-Rally 2* so give me some of your wonderful guidance. I'm not one of those pervs so just do it and accept my thanks in good will.

*Matt Bloom, Manchester*

A

Here you go Matt, a straightforward answer from a simple and straightforward request.

## All cars and trophies:

Press L1, R1,  $\leftarrow, \rightarrow, \leftarrow, \rightarrow, \uparrow, \downarrow, \uparrow, \downarrow, \odot, \odot +$  Select at the game progress screen. A sound will confirm correct code entry. Highlight empty square and press  $\odot$  in order to unlock the corresponding car and trophy.

## Faster acceleration:

Enter LDN as a driver name.



# Grand Theft Auto 2

**Q** Miss Havin' I'm no street punk, so how's an innocent law abiding guy like me meant to clean up in GTA2? I've had a chipped version for some time now and I can't get very far at all, mainly because I don't have the maps.

James Cottage, Oxford

**A** Tut, tut Mr Cottage, you are innocent in a naive way if you believe that owning a "chipped" version of a game is anything but highly illegal. Your a gangster. You support child-porn and drugs. You are very bad. Here are some cheats. Use them and try actually buying a game next time. You'll feel better and when you invite a girl back to your house, your game collection won't put her off by being cheap and nasty. Have some respect!

## Level select:

Enter ITSALLUP as a player name.

## All weapons:

Enter NAVARONE as a player name.

## No police:

Enter LOSEFEDS as a player name.

## Extra money:

Enter MUCHCASH as a player name.



## Unlimited energy:

Enter LIVELONG as a player name.

## No police:

Enter LOSEFEDS as a player name.

## Maximum wanted level:

Enter DESIRES as a player name.

## 5x multiplier:

Enter HIGHFIVE as a player name.

## 10 million points:

Enter BIGSCORE as a player name.

## Display coordinates:

Enter WUGGLES as a player name.

## Debug basic scripts:

Enter NOFRILLS as a player name.

## Hint: Tune radio:

Press Up when you are driving a car that has a radio in order to change stations.

## Hint: Getting rid of cops:

Go to the territory of what ever gang you are working for and they will shoot them for you.



# Legacy Of Kain: Soul Reaver

## All abilities:

Pause game play, then hold L1 or R1 and press ↑(2), ↓, ⇐(2), ⇨, ○, ⇨, ⇨, ↓. Resume game play to get the ability to phase through gates, climb walls, fire force projectiles, swim, and the Soul Reaver.



## Upgrade health to next level:

Pause game play, then hold L1 or R1 and press ⇨, ○, ⇨, ⇨, ⇨, ↓. A scream will confirm correct code entry.

## Refill health:

Pause game play, then hold L1 or R1 and press ↓, ○, ⇨, ⇨, ⇨, ↓. A scream will confirm correct code entry.

## Maximum health:

Pause game play, then hold L1 or R1 and press ⇨, ○, ↓, ⇨, ↓, ⇨. A scream will confirm code entry.

## Invincibility:

Pause game play, then hold L1 or R1 and press ↑(3), ⇨, ○, ○, ⇨. A scream will confirm correct code entry.

## Hurt Raziel:

Pause game play, then hold L1 or R1 and press ⇨, ○, ⇨(2), ↓. A scream will confirm correct entry.

## Refill magic:

Pause game play, then hold L1 or R1 and press ⇨(2), ⇨, ○, ⇨, ↓. A scream will confirm correct code entry.

## Maximum magic:

Pause game play, then hold L1 or R1

and press ○, ⇨, ↓, ⇨, ⇨, ⇨, ↓. A scream will confirm correct code entry.

## Pass through barriers:

Pause game play, then hold L1 or R1 and press ↓, ○(2), ⇨, ⇨, ○, ⇨. A scream will confirm correct code entry.

## Soul Reaver:

Pause game play, then hold L1 or R1 and press ↓, ○, L2, ⇨(2), ↓(2), ⇨, ⇨, ↓, ⇨. A scream will confirm correct code entry.

## Wall climbing:

Pause game play, then hold L1 or R1 and press ○, ↓, L2, ⇨, ⇨, ↓. A scream will confirm correct code entry.

## Force:

Pause game play, then hold L1 or R1 and press ⇨, ⇨, ○, ⇨, ⇨, ⇨. A scream will confirm code entry.

## Constrict:

Pause game play, then hold L1 or R1 and press ↓, ⇨, ⇨(2), ○, ⇨(2), ↓. A scream will confirm correct code entry.

## Fire Reaver:

Pause game play, then hold L1 or R1 and press ↓, ⇨, ⇨, ⇨, ↓, ⇨, ○, ⇨, ↓. A scream will confirm correct code entry.

## Make Fire Reaver:

Pause game play, then hold L1 or R1 and press ○, ⇨, ↓, ○, ⇨. A scream will confirm correct code entry.



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#### Aerial Reaver:

Pause game play, then hold L1 or R1 and press Ⓢ, ⇨, ↑(2), Ⓢ, ⇨(2), ⇨, ↑. A scream will confirm correct code entry.

#### Kain Reaver:

Pause game play, then hold L1 or R1 and press Ⓢ, Ⓢ, ⇨, Ⓢ, ⇨(2), ⇨, ↑. A scream will confirm

correct code entry.

#### Force Glyph:

Pause game play, then hold L1 or R1 and press ⇩, ⇨, Ⓢ, ⇩, ↑. A scream will confirm correct code entry.

#### Stone Glyph:

Pause game play, then hold L1 or R1 and press ⇩, Ⓢ, ↑, ⇨, ⇩, ⇨(2). A scream will confirm correct code entry.

#### Sound Glyph:

Pause game play, then hold L1 or R1 and press ⇨(2), ⇩, Ⓢ, ↑(2), ⇩. A scream will confirm correct code entry.

#### Water Glyph:

Pause game play, then hold L1 or R1 and press ⇩, Ⓢ, ↑, ⇩, ⇨. A scream will confirm correct code entry.

#### Fire Glyph:

Pause game play, then hold L1 or R1 and press ↑(2), ⇨, ↑, Ⓢ, L2, ⇨. A scream will confirm code entry.

#### Sunlight Glyph:

Pause game play, then hold L1 or R1 and press ⇨, Ⓢ, ⇨, ⇨, ⇨, ↑(2), ⇨. A scream will confirm correct code entry.

#### Shift at any time:

Pause game play, then hold L1 or R1 and press ↑(2), ⇩, ⇨(2), ⇨, Ⓢ, ⇨, ⇨, ⇩. A scream will confirm correct code entry.

#### Do not attack humans:

You will encounter your first human in

Malchia's domain. He is a vampire hunter garbed in silver armour, shoots silver stakes from a bow, and will be hostile. Leave him alone and continue on to fight the zombie-like vampire. Leave after killing it, and do not go back to the human. The next human you encounter, located in the gear room, should fall to his knees and hold out his arms. The humans now consider you an avenging angel.

Do not attack them, or they will turn on you. Warning: Vampire Worshipers are garbed in red and gold. They wield throwing knives and staffs and will always attack. You may kill them as they are evil.

Be sure to check your human targets. You will now be able to peacefully roam through the human stronghold.

#### Easy killing

For those of you who feel the need to unleash your wrath up on your unsuspecting human friends, go ahead and kill them with glyphs. The other humans will not acknowledge that you are responsible. Try the force, stone, and fire glyphs. You can do fun things like sailing a worshipping human against the wall, killing him, watching as he proceeds to slide into the water only to die again.

#### Defeating Malchia:

To defeat the Malchia, lure him under one of the two spike gates and release them right when he is slithering under it. Repeat this on the other side of the room. After that, lure him into the centre cage, quickly jump out, run to where Malchia started from, and roll the lever. This will cause the large spikes on the ceiling to come grinding ⇩ on top of him.

#### Defeating Dumah:

Pull the three stakes out of him to bring him back to life. Lure him into the furnace room very slowly -- if you move too fast, he will return to his room and you will have to begin again. Turn on the gas and hit the switch to fry him.

#### Defeating Zephon:

Bring a torch with you to the fight with Zephon. Run up to his belly, and swipe the torch at the hole for a bit of



**Q** Dear Bea' Look, I got it for free so don't laugh, but I want help for *Space Invaders*. It's not that bad. You just have to get into that zone where you don't realise what your doing and it becomes quite therapeutic. I'd still like some cheats though.

PS nice pair of babycons you've got there. My girlfriend wants to know where you got them done.

*Jimmy James, Burnham-on-Sea*

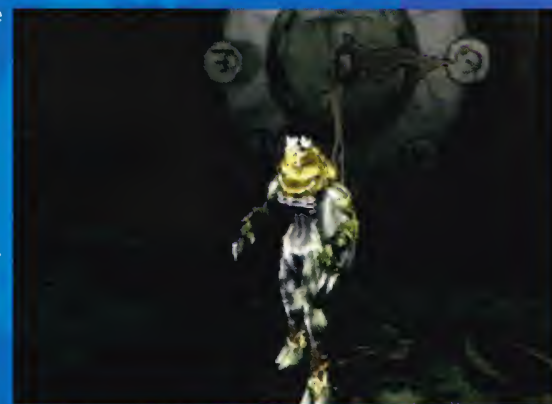
**A** Well Jim Jim, I'm a 100% genuine kind off girl. Your girl is obviously just curious because she feels that a surgeons knife will make her more attractive to you. What have you done to give her such low self-esteem? Buying crappy games like this I guess!

Level select:

At the main menu, select either one or two players and press Circle (instead of Ⓢ) to begin the game. A selection screen that allows any level, including planet Mercury with a new power up and an "Alien World" featuring the best looking background you'll find in this retro rip-off.



damage. He will attack with his leg, and get it stuck in his belly. Strike the leg. He will be heavily damaged. Strike the egg hole to cause more damage. Any time he gets a leg stuck in the ground, hit it with the torch, then hit his egg sack to quickly kill him. This is easier than the "correct" method.





# Spyro 2

## the walkthrough

part two



### SKELOS BADLANDS

CRYSTALS: .....400  
ORBS: .....3

TALISMAN: .....Ancient Bone  
ENEMIES: .....28

Things hot up in the badlands.

There's lava everywhere – keep Spyro clear of it. Two types of bad guy inhabit this level: fire wizards and lava dragons, both of which are immune to Spyro's breath. Use the charge attack to deal with the wizards. The lava dragons are trickier to remove. Lying on the ground are a pile of red rocks: get Spyro to pick these up and spit them at the lava dragons.

To recover the Talisman on this stage all you have to do is reach the caveman at the end of the level. To

do this, run forward and leap the lava lakes. Make your way to the dragon's-head cave. Pass through it. Leap over the lava island on the other side. Talk to the second caveman you meet.

#### ORB QUEST 1

Just before you meet the caveman with the Talisman, speak to the bloke standing by some bones. He'll ask you to recover all eight Bones so he can revive his friend.

Pick up the first Bone from inside the dragon's-head cave: shoot out the window to get it. The second Bone is through the left exit to the cave.

Once the level Shield Power-Up has been activated, go back to the cave and charge Spyro's shield. Head through the lava in front of



the Power-Up and take out the Troll there for another Bone. Go back outside the cave. Run through the second Shield Power-Up. Pass through it and walk up the lava steps to the left. Run through the cave and into the lava pit at the bottom.

Quickly kill the troll and collect the Bone before the shield runs out. Go back up the steps and cross the sinking bones. Defeat the troll at the end for the fifth Bone. The sixth Bone is on a ledge opposite the skull cave exit. Climb up to the ledge and burn the troll. Whilst standing on the bone ledge, leap onto the square portion of the platform. From there, jump across to the mountain ledge.

Cross the platforms round the mountain and collect the seventh Bone. Return to where you first

entered the skull cave. On top of the entrance is a troll. Shoot the troll with a rock and collect the final Bone when it falls.

#### ORB QUEST 2

Take the left path from the start point. Talk to the caveman. He'll ask you to rescue all of his friends. Move towards the trapped villagers and the eggs will begin to hatch. Use Spyro's flame breath to defeat the lizards, before they eat the villagers.

#### ORB QUEST 3

After completing Orb quest 2, speak with the caveman. You now need to rescue the villagers from another lizard attack. Use Spyro's charge move to catch up with the second wave of creatures and burn, as before.



CRYSTALS: .....400  
ORBES: .....4

TALISMAN: .....Ancient Bone  
ENEMIES: .....29

Talk to the blob general. Charge towards the small birds and burn them. Climb up the ledges until you reach a blob firing a cannon. Talk to him, then shoot down the bird he was firing at. Blast the door behind the bird. Leave the cannon and pass through the door. Leap the barrels of dynamite.

Run at the large birds and burn them. Continue up the steps to reach another cannon. Use it to blast the door ahead. Run across the bridge and hang a left. Leap the dynamite. Eliminate all the birds, so Spyro can run to the top. Leap on the cannon and use it to obliterate the ammo dump across the walkway. Run over to the ruins and talk to get a Talisman from the blob.

#### ORB QUEST 1

On destroying the armoury, drop down into the valley below. Walk up to the shepherd. Start looking for the five escaped Cowleaks. Use Spyro's horns to knock them into the corral.

The first three Cowleaks are in the valley. They should be easy to herd, using a combination of breath and horns. The last two Cowleaks are located on the other side of the ladder, in the valley. Climb the ladder and walk through the activated Fire Power-Up. Target the Cowleaks and hit them with supercharged fireballs to blast them up and over the ledges. Shoot the Cowleaks until they drop down the ladder and re-enter the valley. Then herd them into the corral.

#### ORB QUEST 2

After recovering the first five Cowleaks, you are asked to find a further two. They are both located in the valley that Private Romeo is

guarding. One of them is standing near the professor. Herd the two Cowleaks up to the ledge opposite

Romeo. Take a run-up and charge at the Cowleaks to knock the beasts across the gap. From there, use fiery breath to herd them into the corral.

#### ORB QUEST 3

From the valley occupied by the shepherd, take the tunnel to reach another valley. Talk to Private Romeo and head across the valley to find the professor. Collect the first Seed, then walk back into the valley. Go to the left corner and use the Seed to raise a plant next to the ledge containing another Seed. Collect this Seed, then go back to the professor. Use this Seed to create a plant on the green square nearest to him. Return to the first plant you created. Collect the Seed by burning the plant. Return to the second plant and place the Seed on the adjacent green square. Use the plants to reach the third Seed. Plant this next to the first two. Travel over the plants to the high ledge and get another Seed. Fire this at the green square between the two high platforms. Leap onto the ledge with the two chickens. Grab the Seed and fire it at the green square below. Cross over the ledges on the right, to reach the professor and collect an Orb.

#### ORB QUEST 4

From the professor, collect the first Seed and leap across the middle green square ahead. Use it to reach the tunnel opposite. Walk round the spiral staircase until you reach a ledge facing Juliet. Drop the Seed in a corner. Collect the second Seed and return to where you dropped the first. Fire a Seed at the green square below. Collect the second Seed and fire it at the green square in front of Juliet. Climb across the plants to reach her and get the Orb.



## FRACTURE HILLS

CRYSTALS: .....400  
ORBES: .....3  
TALISMAN: .....Bronze Flute  
ENEMIES: .....29

Some nasty earth-shapers have been up to evil things in the hills. They have covered the satyr temple in stone. To uncover it Spyro has to destroy six stone satyrs. The first is located to the left of Lila. The second satyr is on the ledge to the left of the first. Leap the chasm, next to the whirlwind, and glide over to the ledge opposite. Destroy the third satyr. Leap over to the ledge on the left. Charge up to the tree and burn it before bees are unleashed. Destroy the satyr it was guarding. Follow the path to find another tree. Destroy it as before. Nobble the satyr behind the tree. Keep heading forwards. Turn left when you see a blue satyr. Walk up the high ledge and destroy the tree. Crush the last satyr to open the temple. Fly to the temple and recover the Talisman.

#### ORB QUEST 1

On the far side of the hills in the blue area,



there are plenty of earth-shapers. Search for Hunter here. Talk to him, then walk to the far building. Talk to the alchemist. Escort him to Hunter, using Spyro's charge attack to stun the earth-shapers. Once the alchemist has successfully delivered the potion, Hunter will hand over an Orb.

#### ORB QUEST 2

After learning the Headbash move from Moneybags, in the Winter Tundra, go back and talk to Hunter. Wait for him to shoot the grey earth-shapers, then leap onto them and perform a Headbash. If they manage to get to their feet before you do so, you'll have to start again from scratch. Once they are all gone, an orb will be handed over.

#### ORB QUEST 3

Walk up to Spinner the fawn, who is standing next to the locked temple. Talk to her, then turn left and enter the canyon. Pass through the Speed Power-Up and start running. Crash through the first door and follow the blue path. Leap the ledge and turn left in the tunnel. Leap again, jump across the lava, and crash through another door. Jump the next ramp and follow the walkway along. Leap the last gap and crash right through the door to the temple.





## MAGMA CONE

CRYSTALS: .....400  
ORBS: .....3

TALISMAN: .....Volcanic Idol  
ENEMIES: .....19

To get the Talisman on this level, Spyro has to plug up the volcano. Move him through the lava level to the cone in the centre. Walk up to the large earth-shapers. Charge at them and try to push the bloaters onto the crosses. Once they are stood on a red cross, the magma demons will give them a good working over. Take out all three shapers and cross the grass bridge. Make your way to the top of the cone. Cross over the bridge and talk to Moneybags. Pay him 200 hundred crystals. Ride the elevator to the bottom floor. Leap up the side of the volcano. Climb as high as you can, then leap left to get to more ladders. Continue doing this and dodging rocks until you reach the top. The volcano will then be capped. A demon will appear and award the Talisman.

### ORB QUEST 1

Climb up the side of the central cone. Use the ladders to reach the top. Drop through the centre of the cone. Walk up to Hunter and he'll offer you a challenge: you have to collect ten crystals before he does. The crystals fly to the surface when there is an updraft of steam. Run towards the steam and catch the crystals as they fly out of the fissure.

### ORB QUEST 2

After beating Hunter to ten crystals, he challenges you to collect 15. As before, watch for the steam that rises. Don't bother trying to go for the same crystal as Hunter, as he'll shove you out of the way. Use Spyro's charge move to reach the crystals before they vanish.

### ORB QUEST 3

Once the volcano has been capped, fly down to the supercharger. Talk to the demon. Collect the Superfly Power-Up. Head through the cavern and eliminate all the flying bandits, then return to the ledge and get the Talisman from the demon.



## SHADY OASIS

CRYSTALS: .....400  
ORBS: .....2

TALISMAN: .....Mystic Lamp  
ENEMIES: .....21

Talk to Shorty and ram the tree. Shorty will then grab a berry and bust through the door ahead. Burn the genie and follow Shorty up the ramp. Charge the turbaned blokes to clear a safe path. When Shorty stops, climb the ledge on the left. Leap the gap and burn the bush so he collects another berry. Follow him through the door. Head up the blue steps to the right.

Glide over the bush and burn the guard. Knock a berry down, so Shorty can go through the door. Follow the passage until you reach some water. Leap over the water and burn the genie. Return to the water and collect the rock. Fire the rock at the bush on the high ledge. Follow Shorty to the large berry bush. Collect the Talisman.

### ORB QUEST 1

After collecting the Talisman, walk to the right of Shorty. Talk to the small hippo. To complete this quest, Spyro will have to catch all three of the wily thieves. The first thief is near the start of the level. Move left, from the start point, and glide down to the island below.

Chase the thief across the water, then, when he leaps over to dry land, glide in and cut him off. Use Spyro's flame breath to finish him.



Climb up the steps. Head through the first archway and glide through the window on the left. As you approach the opposite ledge, hit the s button to land on it. Charge towards the thief. When he reaches the metal jar, fake him out left, then quickly turn and burn right.

Start walking back to the level exit. The third thief is in the corridor. As before, you need to chase him round and fake him out. Try to turn tightly around the pillars. Give him some breath and the final lamp will be yours.

### ORB QUEST 2

Near the Shield Power-Up is a small hippo. You need to rescue his eight brothers from the deadly lava. To complete this quest, you must first learn the Headbash move from Moneybags at the Winter Tundra stage. Pass through the shield, to protect Spyro from the lava. Then proceed to Headbash all eight of the hippos before they sink.



## SCORCH

CRYSTALS: .....400  
ORBS: .....2

TALISMAN: .....Emerald Scarab  
ENEMIES: .....28

Talk to the girl. Kill the two poncey swordsmen. Leap up to the flag tower and activate the button, to open the first door. Drop down and dispose of the rifleman and the camel. Pass through the door. Take a right turn and climb up the steps. Walk past Hunter. Leap from the ledge to the left of Hunter and pull left. Hover to get onto the platform with the camel, then defeat it.

Glide over to the bell tower. Activate the button, then drop down to the door below. Run through the doorway and scale the platforms. Leap into the tunnel. Follow it to the end and jump across the tower. Activate the button inside, to lower the drawbridge. Cross the bridge. Climb the winding stairs and talk to the girl at the top. She sure is pretty.

### ORB QUEST 1

After getting the Talisman from the little girl, talk to her brother in the tower opposite. Collect the Fire Power-up, walk back across the drawbridge, and shoot the bloke on the flag pole. He'll drop down and attempt to bomb you. Run all the way back to the boy without getting hit, to recover the first flag. Repeat this to obtain a further two flags. After recovering three flags, the boy will hand over the Orb.

### ORB QUEST 2

Walk back to Hunter. Ask him about the monkeys. As Hunter approaches each tree, charge at it. You should be able to knock the monkeys into Hunter's basket without much trouble. After getting all seven of them, an Orb will be awarded.







## BONUS: ICY SPEEDWAY

Don't bother going for the snowmobiles at first – they are the hardest targets. Instead, fly off left and go for the ice skaters and sea serpents, in and around the water. Fly slow and low, hitting them all with your breath. Once the area has been cleared, fly to the rings and start following them around the course. With all the rings collected, fly to the snowmobiles and begin picking them off. You should have just enough time to spare.



## BONUS: METRO SPEEDWAY

Spyro starts the course facing the Pigeons. Go for these first. Follow the trail of pigeons until you reach an area with bungee jumpers. Concentrate on clearing the pigeons before taking them on. Circle round and burn the jumpers. Head through the archway on the right, near to where the final pigeon was located. Pass through the two gates in the archway and fly towards the Stop signs. Burn these next, then pass through the few remaining gates to complete the level.



## WORLD 3: WINTER

CRYSTALS: .....400  
ORBS: .....3

TALISMAN: .....None  
ENEMIES: .....None

### RB QUEST 1

Walk straight up to Moneybags and buy the Headbash skill off him. Use it to destroy all the rocks in the area to uncover an Orb.



### ORB QUEST 2

Go through the first archway and climb the high steps. Once you have reached the top, turn and glide over to the wall on the left. Land on the wall and collect the second Orb.



### ORB QUEST 3

Straight after collecting the second Orb, proceed along the wall to get to the right-hand side. Look for the waterfall running down the mountain. Leap into it and swim along until you find the third Orb.



## GULP'S OVERLOOK

CRYSTALS: .....None  
ORBS: .....None

TALISMAN: .....None  
ENEMIES: .....None

With all seven Talismans in your possession, seek out Zoe. Present them to her and the doorway to Gulp will open. Once you have been dropped in to fight Gulp, start running. All your usual weapons are useless against him. You must rely on items dropped in by the pterodactyls, to fight back. Wait until their eggs hatch and use the items within to defeat Gulp. Use a charge attack to knock the metal barrels at Gulp.

Swallow the small rockets and spit them at him. Use Spyro's fiery breath to light the fuses on the bombs. If you see any chickens,



cook and eat them to restore Spyro's energy. Keep circling Gulp and hit him with weapons, when you get the chance. If he manages to swallow a weapon, he'll create a fiery circle that covers the arena. When Gulp is hit, he'll leap and destroy all the weapons lying around.

## LEARN HOW TO DEFEAT THE BOSS

Gulp can't be hurt using conventional weapons. Wait for stuff to be dropped in, before attacking.



[1] Periodically, Gulp will stand still and unleash homing fireballs. Zigzag to avoid these.



[2] After being hit, Crush will land heavily, destroying all items in the arena.



## MYSTIC MARSH

CRYSTALS: .....400  
ORBS: .....2

TALISMAN: .....None  
ENEMIES: .....36

### ORB QUEST 1

Talk to the bloke in the cloak. Run around the level, killing enemies. You need to kill about 20 to activate the Bounce Power-Ups. Once activated, use them in order to reach the ledge with the explorer. From there, leap down and then glide to the second fat bloke in a cloak. Talk to him to get an Orb.

### ORB QUEST 2

Talk to the explorer standing next to the Jeep. Chase after the giant monkey. Leap the gap and try to glide down, so you can flame it. If this fails, give chase on foot and burn him as he dives into the underground pool. Go after the rest of the monkeys. Once all five have been burned, the explorer will bung you an Orb.







## ROBOTICA FARMS

CRYSTALS: .....400  
ORBS: .....3  
TALISMAN: .....None  
ENEMIES: .....22

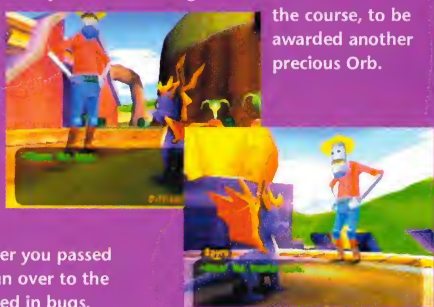
### ORB QUEST 1

Talk to farmer Greenbeen. Collect the rock from the ground. Dispose of the flying insect. Leap the barrels to get to the windmill and flame the giant bug. Leap over the next set of barrels and do the same. When you encounter the spinning bug, Headbash him twice. Cross over the first set of seesaws to reach the high ground. Run through the next windmill and turn right when you see another farmer. Walk past the first seesaw and stand on the second one until it lowers to the ground. Time your jump from the end of the seesaw so you dodge the windmill blades. Head through the windmill and talk to the farmer on the high ledge, to get an Orb.

Use Spyro's breath to destroy them — they'll fly off when Spyro approaches, so you'll have to be fast. Every 20 seconds another bug will appear to replace any that have been destroyed, so you're in for quite a chase.

### ORB QUEST 3

Once the bug attractor has been turned on, fly to the ledge where there is another farmer. He'll ask you to clear the route for his tractor, if the Speed Power-Up has been activated. Simply charge through the obstacles that litter the course, to be awarded another precious Orb.



### ORB QUEST 2

Walk back to the farmer you passed earlier. Talk to him. Run over to the scarecrow that's covered in bugs.



## CLOUD TEMPLES

CRYSTALS: .....400  
ORBS: .....3  
TALISMAN: .....None  
ENEMIES: .....23

### ORB QUEST 1

Run up to the red geezer with the wand and flame him. Speak to the little guy. He'll create a bridge for Spyro. Cross the bridge and flame the goats as they run towards you. Hang a left. Destroy the remaining goats and ride the whirlwind to the top level. Proceed through the top level and glide over to the green ledge. From there, kill the red wizard to open the lion gate. Proceed to the next lion gate and do the same. Cross the bridge. Use fire to destroy the goats as they run towards you. Leap the gap and make for the final red wizard. Once he is gone, an Orb will be awarded.

Follow him to another tree and hide behind it. Leap the chasm and run to the tree one the left. Follow the big guy when he enters the castle. Trail him all the way to the top, then move behind the right tree. When he starts running, go for the tree on the left. Then enter the building to get the Orb.

### ORB QUEST 3

Go back to the tower with the blue floor. Take a look out of the window and talk to the wizard stood next to the Ice Power-Up. Step through the Power-Up and walk over to the two pink trolls. Freeze them both, then use their icy bodies to reach the level above.

### ORB QUEST 2

Near the whirlwind is a big bloke standing next to a tree. Speak with him, then hide next to the tree.



Grab the recharge for the ice, then turn and shoot the troll on the ledge. Quickly jump to the ledge and ice the troll opposite, when he jumps. Stand on the first frozen troll and glide over to the second. From there, leap to the level above. Freeze the last troll and jump up to the bell. Do the same for the remaining two bell towers.



## METROPOLIS

CRYSTALS: .....400  
ORBS: .....4  
TALISMAN: .....None  
ENEMIES: .....22

### ORB QUEST 1

To complete this quest, you have to locate the inventor. Move into the first corridor and charge at the space cow. Burn her with your fiery breath. Move towards the elevator. Stand in the middle of the yellow circle. Perform the Headbash move. Ride the elevator to the lower level. Circle round behind the space cow with the shield and burn her back. Head up the right-hand steps. Leap the water and run into the circular room. You'll encounter kamikaze bugs here. Use the breath attack to dispose of them. Continue down the passage and ride the two lifts to the surface. Take out the kamikaze bugs. Move to the bridge on the left. Fight your way to the elevator. Get the Orb from the man at the top.

### ORB QUEST 2

Go back to where you first encountered the kamikaze bugs. Search the walls for a ladder. Scale it and leap to the high ladder

opposite. Talk the robot at the end of the passage. Step onto the ice and wait for the bull to start chucking bombs down. When he does, use the breath attack to knock them back towards him. Avoid the bombs and keep hitting the bull to get the Orb.

### ORB QUEST THREE

After collecting the first Orb, speak to the inventor again. He'll task you with shooting down the invading saucers. Run through the Superfly Power-Up and take to the skies. Use the fireball to nail the saucers as they hover round the level. Take care to avoid their retaliatory fire. Destroy all three saucers to get the Orb.

### ORB QUEST FOUR

With the first wave of saucers downed, more arrive to recommence the invasion. Run through the Power-Up again and prepare for battle. This time, five saucers need to be nailed to get an Orb.



## BONUS: CANNON SPEEDWAY

The last speedway is located on the lower level of Winter Tundra. Moneybags stings you for 200 crystals to activate it. Once inside, burn all the rams first. When you reach the end of the canyon, spiral round and enter the tunnel to get all the rings. From there, land on the race track and charge the cars from the rear. With them all out of the way, turn your attention to the vultures overhead.

## RIPTO'S LAIR TO DEFEAT THE FINAL BOSS

Ripto has three deadly lives Take away all three to win

When you face Ripto you only have basic fireballs. Circle him and wait for Orbs to be chucked in. If three Orbs are collected, a weapon supercharge is awarded. Once his first energy bar has been destroyed, Ripto calls on a mechanical Gulp. On collecting a third red Orb, your super fireball will be active. A third blue Orb supercharges your Horns. Get the green Orb which turns into a grenade projectile. After the mechanical Gulp has been written off, Ripto takes to the skies on a metal bird. Just circle Ripto, firing off shots. Ripto will retaliate by firing homing bolts at you. As long as you don't stay still, they won't hit. Once the bird is destroyed, Ripto will fall to his death.



[1] When on the ground, Ripto will attack with his fireball wand. Leap his attacks and collect the Orbs.

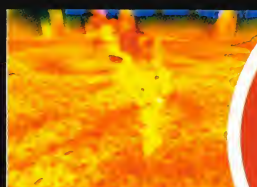


[2] Ripto becomes invulnerable when riding the Mechanical Gulp. Stay on the move and wait for the Orbs to drop in.



[3] By shooting at Ripto rather than the bird, you will inflict a great deal more damage.

Ripto ends his days in a lava bath. A fitting end for the purple-cloaked ponce. Yay! The people of the village rejoice, for the valley is once again safe. It doesn't look like Ripto will be back for a sequel.



# The END



# WCW

## MAYHEM



Find out how to throw your weapon into the ring and use the toilet in our fully greased players guide!

### SECRET STUNTS

#### THROW WEAPON INTO THE RING

When your wrestler is out of the ring and right next to the apron (the bit outside the ropes) with a weapon in his hand, just press L2 to throw your weapon in. Then climb into the ring and quickly pick it up before your opponent does!



#### FLUSHED

A Mr G Michael sent us this strange tip... In the Bathroom backstage room (see the Special Area Select cheat in the Cheat Codes box, to find out how to get there), Irish Whip (press R1 during a grapple) an opponent into one of the urinals to trigger the sound of it flushing!





# REGULAR WRESTLERS

**KEY:**

**TB = TURNBUCKLE (CORNER POST)**

**FU = FACE UP**

**FD = FACE DOWN**

## GOLDBERG

Height: 6'4  
Weight: 285 lbs  
Home Town: Tulsa, OK  
Special:  
Jackhammer .....(Flashing, Grapple) ■  
Boston Crab .....(Opp down FD) ♣ + ▲  
Spear .....(After Irish Whip) ●



Goldberg hits hard with his Jackhammer.

## STING

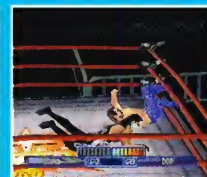
Height: 6'3  
Weight: 252 lbs  
Home Town: Venice Beach, CA  
Special:  
MeltDown .....(Flashing, Grapple) ■  
Scorpion Death Lock (Opp down FU) ♣ + ▲  
Stinger Splash .....(Opp lying on TB) Run, ▲



Wrapping up with a Scorpion Death Lock.

## DIAMOND DALLAS PAGE

Height: 6'5  
Weight: 253 lbs  
Home Town: Jersey Shores, NJ  
Special:  
Diamond Cutter .....(Flashing, Grapple) ■  
Bulldog (Grapple behind opp) ▲  
Elbow Drop.....(On top TB, Opp down) ▲



Slicing the enemy with a Diamond Cutter.

## MACHO MAN RANDY SAVAGE

Height: 6'1  
Weight: 260 lbs  
Home Town: Sarasota, FL  
Special:  
Running Powerslam ..(Flashing, Grapple) ■  
Macho Elbow ....(On top TB, Opp down) ■  
STF .....(Opp Down FD) ♣ + ▲



Macho Man hits hard with his Elbow Drop.

## BOOKER-T

Height: 6'3  
Weight: 258 lbs  
Home Town: Harlem, NY  
Special:  
110th Street Slam.....(Flashing, Grapple) ■  
Camel Clutch.....(Opp down FD) ♣ + X  
Bulldog.....(Grapple behind opp) ■



Booker-T starts his 110th Street Slam.

## BRET 'HIT MAN' HART

Height: 6'0  
Weight: 255 lbs  
Home Town: Calgary, Alberta  
Special:  
Neckbreaker .....(Flashing, Grapple) ■  
Sharpshooter .....(Opp down FU) ♣ + ▲  
Spinebuster .....(After Irish Whip) ●



Bret aims low with his Sharpshooter.

## BUFF BAGWELL

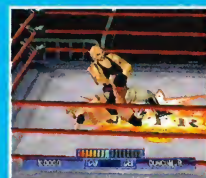
Height: 6'1  
Weight: 247 lbs  
Home Town: Marietta, GA  
Special:  
Buff Blockbuster .....(Flashing, Grapple) ■  
Camel Clutch.....(Opp down FD) ♣ + X  
Flip Gutbuster .....(After Irish Whip) ●



Buff hits it big with his Blockbuster.

## 'K-DOGG' KONNAN

Height: 6'2  
Weight: 251 lbs  
Home Town: Miami, FL  
Special:  
Belly Driver .....(Flashing, Grapple) ■  
Tequila Sunrise .....(Opp down FU) ♣ + ▲  
German Suplex (Grapple behind opponent) ■



Konnan toasts with his Tequila Sunrise.

## ERNEST 'THE CAT' MILLER

Height: 6'2  
Weight: 225 lbs  
Home Town: Detroit, MI  
Special:  
Flatliner .....(Flashing, Grapple) ■  
Backbreaker .....(Opp down FD) ♣ + ▲  
Boston Crab .....(Opp down FU/FD) ♣ + X



The Cat licks foes with his Flatliner.

## CURT HENNIG

Height: 6'2  
Weight: 255 lbs  
Home Town: Mound, MN  
Special:  
Hennig-Plex .....(Flashing, Grapple) ■  
Boston Crab .....(Opp down FD) ♣ + X  
Big Knee Drop ..(On top TB, Opp down) ●



Curt goes for his special Hennig Plex.

## BOBBY DUNCUM JR

Height: 6'4  
Weight: 265 lbs  
Home Town: Austin, TX  
Special:  
Widowmaker.....(Flashing, Grapple) ■  
Texas Cloverleaf .....(Opp down FU) ♣ + ▲  
Crippler Crossface ..(Opp down FD) ♣ + ▲



Why's this called the Widowmaker then?

## KENNY KAOS

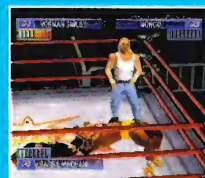
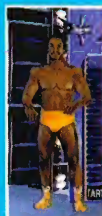
Height: 5'11  
Weight: 244 lbs  
Home Town: Pittsburgh, PA  
Special:  
Choke Slam .....(Flashing, Grapple) ■  
Backbreaker.....(Opp down FD) ♣ + X  
Spinebuster .....(After Irish Whip) ●



Kaos strangles with his Choke Slam.

## NORMAN SMILEY

Height: 6'2  
Weight: 225 lbs  
Home Town: Liverpool, England  
Special:  
German Suplex .....(Flashing, Grapple) ■  
Scorpion Deathlock..(Opp down FU) ♣ + ▲  
Backbreaker .....(Opp down FD) ♣ + X



Smiley pins with his German Suplex.

## WRATH

Height: 6'6  
Weight: 272 lbs  
Home Town: Harrisburg, PA  
Special:  
MeltDown .....(Flashing, Grapple) ■  
Camel Clutch.....(Opp down FD) ♣ + X  
Big Knee Drop ..(On top TB, Opp down) ▲



Wrath goes down with his MeltDown.



Printing a complete list of every wrestler's moves would have taken up most of the magazine! So here's a selection of their **trademarks** and **special moves**.

### HORACE

Height: 6'4  
Weight: 253 lbs  
Home Town: Malibu, CA  
Special:  
Underhook Powerbomb (Flashing, Grapple) ■  
Camel Clutch .....(Opp down FD) ☆ + ▲  
Spinebuster .....(After Irish Whip) ▲



Horace slams down another Powerbomb.

### SCOTT NORTON

Height: 6'3  
Weight: 350 lbs  
Home Town: Minneapolis, MN  
Special:  
Powerbomb .....(Flashing, Grapple) ■  
Lion Tamer .....(Opp down FU) ☆ + ▲  
Camel Clutch .....(Opp down FD) ☆ + ▲



Norton's Powerbomb causes much pain.

### STEVIE RAY

Height: 6'5  
Weight: 292 lbs  
Home Town: Harlem, NY  
Special:  
110th Street Slam.....(Flashing, Grapple) ■  
Backbreaker .....(Opp down FD) ☆ + ▲  
Belly-To-Belly Suplex.....(After Irish Whip) ●



From a grapple, the 110th Street Slam.

### HOLLYWOOD HOGAN

Height: 6'7  
Weight: 275 lbs  
Home Town: Venice Beach, CA  
Special:  
Running Powerslam.....(Flashing, Grapple) ■  
Running Leg Drop.....(Opp down FU/FD) ☆ + ▲  
Boston Crab .....(Opp down FD) ☆ + X



Hogan slams down with his Leg Drop.

### SCOTT STEINER

Height: 6'2  
Weight: 290 lbs  
Home Town: Bay City, MI  
Special:  
Powerbomb .....(Flashing, Grapple) ■  
Steiner Recliner .....(Opp down FD) ☆ + ▲  
STF.....(Opp down FD) ☆ + X



The famous Steiner Recliner hold.

### 'BIG SEXY' KEVIN NASH

Height: 7'1  
Weight: 357 lbs  
Home Town: Phoenix, AZ  
Special:  
Jackknife Powerbomb ..(Flashing, Grapple) ■  
Boston Crab .....(Opp down FD) ☆ + X  
Spinebuster .....(After Irish Whip) ▲



Nash performs his Jackknife Powerbomb.

### LEX LUGER

Height: 6'4  
Weight: 270 lbs  
Home Town: Atlanta, GA  
Special:  
Gorilla Press .....(Flashing, Grapple) ■  
Torture Rack .....(Grapple behind opp) ■  
Lion Tamer .....(Opp down FU) ☆ + ▲



From behind, Luger's Torture Rack.

### DISCO INFERNO

Height: 6'1  
Weight: 240 lbs  
Home Town: Atlanta, GA  
Special:  
Chart Buster .....(Flashing, Grapple) ■  
Camel Clutch .....(Opp down FD) ☆ + ▲  
Big Knee Drop ..(On top TB, Opp down) ●



Disco hits home with his Chart Buster.

### CHRIS BENOIT

Height: 5'10  
Weight: 220 lbs  
Home Town: Edmonton, Alberta  
Special:  
Powerbomb .....(Flashing, Grapple) ■  
Crippler Crossface ..(Opp down FD) ☆ + ▲  
Figure 4 Leglock .....(Opp down FU) ☆ + ▲



Benoit's infamous Crippler Crossface.

### DEAN MALENKO

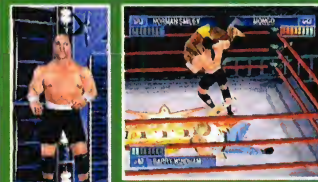
Height: 5'9  
Weight: 215 lbs  
Home Town: Tampa, FL  
Special:  
Pump Handle Suplex ..(Flashing, Grapple) ■  
Texas Cloverleaf .....(Opp down FU) ☆ + ▲  
Flip Gutbuster .....(After Irish Whip) X



Malenko ties up with the Texas Cloverleaf.

### STEVE 'MONGO' MCMICHAEL

Height: 6'2  
Weight: 251 lbs  
Home Town: Austin, TX  
Special:  
Powerslam .....(Flashing, Grapple) ■  
Lion Tamer .....(Opp down FU) ☆ + ▲  
Boston Crab .....(Opp down FD) ☆ + ▲



Mongo mashes foes with his Powerslam.

### REY MYSTERIO JR

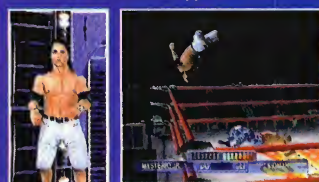
Height: 5'6  
Weight: 165 lbs  
Home Town: San Diego, CA  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
Boston Crab .....(Opp down FD) ☆ + X  
Flip Gutbuster .....(After Irish Whip) ●



Mysterio locks onto his Hurricanrana.

### KIDMAN

Height: 5'11  
Weight: 195 lbs  
Home Town: Allentown, PA  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
Shooting Star Press.....(On top TB, Opp down) ●  
Boston Crab .....(Opp down FD) ☆ + X



Kidman's amazing Shooting Star Press.

### EDDY GUERRERO

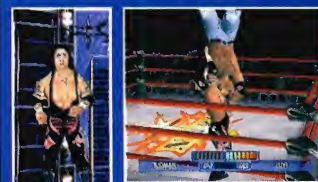
Height: 5'9  
Weight: 205 lbs  
Home Town: El Paso, TX  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
Frog Splash .....(On top TB, Opp down) ●  
Crippler Crossface.....(Opp down FD) ☆ + X



From the TB, Eddy tries a Frog Splash.

### JUVENTUD GUERRERA

Height: 5'5  
Weight: 165 lbs  
Home Town: Mexico City, Mexico  
Special:  
Juvi Driver .....(Flashing, Grapple) ■  
Figure 4 Leglock .....(Opp down FU) ☆ + X  
450 Splash.....(On top TB, Opp down) ●



Guerrera unleashes his Juvi Driver.

### PSYCHOSIS

Height: 5'10  
Weight: 200 lbs  
Home Town: Tijuana, Mexico  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
Guillotine Legdrop.....(Opp down FU) ☆ + X  
Camel Clutch .....(Opp down FD) ☆ + ▲



From the TB top, the Guillotine Legdrop.



### CHAVO GUERRERA JR

Height: 5'10  
Weight: 205 lbs  
Home Town: El Paso, TX  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
Boston Crab .....(Opp down FD) ↑ + ▲  
Flip Gutbuster .....(After Irish Whip) ×



Chavo locks on for his Hurricanrana.

### LA PARKA

Height: 5'8  
Weight: 221 lbs  
Home Town: Mexico City, Mexico  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
STF .....(Opp down FD) ↑ + ×  
Spinebuster .....(After Irish Whip) ●



La Parka launches into a Hurricanrana.

### ALEX WRIGHT

Height: 6'3  
Weight: 223 lbs  
Home Town: Berlin, Germany  
Special:  
German Suplex .....(Flashing, Grapple) ■  
Missile Dropkick (On top TB, Opp standing) ●  
Boston Crab .....(Opp down FD) ↑ + ▲



Wright does a mean Missile Dropkick.

### KAZ HAYASHI

Height: 5'6  
Weight: 160 lbs  
Home Town: Tokyo, Japan  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
Kazsault .....(On top TB, Opp down) ●  
Figure 4 Leglock .....(Opp down FU) ↑ + ▲



Now that's what I call Kazsault and battery.

### LIZMARK JR

Height: 6'2  
Weight: 220 lbs  
Home Town: Acapulco, Mexico  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
Texas Cloverleaf .....(Opp down FU) ↑ + ▲  
Shooting Star Press ..(On top TB, Opp down) ●



Lizmark leaps into a Hurricanrana.

### PRINCE IAUKEA

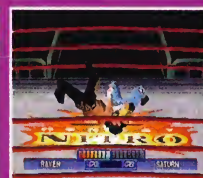
Height: 5'10  
Weight: 212 lbs  
Home Town: Honolulu, HI  
Special:  
Hurricanrana .....(Flashing, Grapple) ■  
STF .....(Opp down FD) ↑ + ×  
Swandive Headbutt(On top TB, Opp standing) ●



The Prince's Swan Dive Headbutt.

### RAVEN

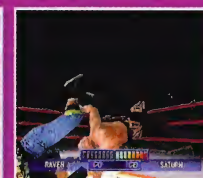
Height: 6'2  
Weight: 259 lbs  
Home Town: Short Hills, NJ  
Special:  
Evenflow DDT .....(Flashing, Grapple) ■  
STF .....(Opp down FD) ↑ + ×  
Camel Clutch .....(Opp down FD) ↑ + ▲



Raven administers an Evenflow DDT.

### SATURN

Height: 5'10  
Weight: 250 lbs  
Home Town: Boston, MA  
Special:  
Death Valley Driver.....(Flashing, Grapple) ■  
Rings Of Saturn .....(Opp down FD) ↑ + ▲  
STF .....(Opp down FD) ↑ + ×



The Death Valley Driver is aptly named.

### KANYON

Height: 6'3  
Weight: 244 lbs  
Home Town: Jersey Shores, NJ  
Special:  
Flatliner .....(Flashing, Grapple) ■  
Crippler Crossface.....(Opp down FD) ↑ + ×  
Log Jump .....(On top TB, Opp standing) ●



Kanyon flattens a foe with his Flatliner.

# HIDDEN WRESTLERS

Here's how to unlock the host of hidden wrestlers in the game, along with a selection of their best moves..

### RICK STEINER

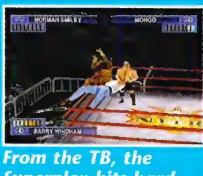
Height: 5'11  
Weight: 280 lbs  
Home Town: Bay City, MI  
Unlock: Win QFTB with any wrestler on Hard level.  
Special:  
Powerslam .....(Flashing, Grapple) ■  
Figure 4 Leglock .....(Opp down FU) ↑ + ▲  
Camel Clutch .....(Opp down FD) ↑ + ×



Rick Steiner powers into a Powerslam.

### BARRY WINDHAM

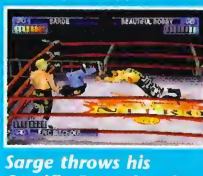
Height: 6'5  
Weight: 263 lbs  
Home Town: Sweetwater, TX  
Unlock: Win QFTB with a non-Cruiserweight wrestler on Medium level.  
Special:  
Powerbomb .....(Flashing, Grapple) ■  
Superplex .....(Opp lifted onto TB) ▲  
Camel Clutch .....(Opp down FD) ↑ + ×



From the TB, the Superplex hits hard.

### SGT BUDDY LEE PARKER

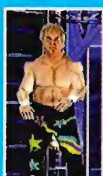
Height: 5'9  
Weight: 242 lbs  
Home Town: Atlanta, GA  
Unlock: Win QFTB with any wrestler on any level.  
Special:  
Crucifix Powerbomb.....(Flashing, Grapple) ■  
Texas Cloverleaf .....(Opp down FU) ↑ + ▲  
Big Knee Drop ..(On top TB, Opp down) ●



Sarge throws his Crucifix Powerbomb.

### 'BEAUTIFUL' BOBBY EATON

Height: 6'0  
Weight: 233 lbs  
Home Town: Huntsville, AL  
Unlock: Win QFTB with a Cruiserweight wrestler on Easy level.  
Special:  
Death Valley Driver.....(Flashing, Grapple) ■  
Wolfman Slam ..(On top TB, Opp down) ●  
Camel Clutch .....(Opp down FD) ↑ + ×



The Wolfman Slams makes foes howl.

### BOBBY BLAZE

Height: 6'1  
Weight: 222 lbs  
Home Town: Charlotte, NC  
Unlock: Win QFTB with a non-Cruiserweight wrestler on Easy level.  
Special:  
Belly-To-Belly Suplex.....(Flashing, Grapple) ■  
Figure 4 Leglock .....(Opp down FU) ↑ + ▲  
Sleeper Hold .....(After Irish Whip) ▲



Blaze's Belly-To-Belly Suplex takes guts.

QFTB = QUEST FOR THE BEST MODE  
TB = TURNBUCKLE (CORNER POST)

FU = FACE UP  
FD = FACE DOWN



## ERIC BISCHOFF

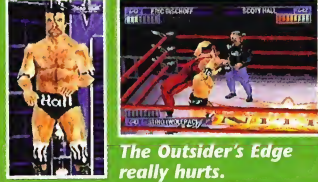
Height: 5'9  
Weight: 185 lbs  
Home Town: Minneapolis, MN  
**Unlock:** Win QFTB with a non-Cruiserweight wrestler on Hard level.  
**Special:**  
Chart Buster .....(Flashing, Grapple) ■  
STF.....(Opp down FD) ↑ + ×  
Backbreaker .....(Opp down FD) ↑ + ▲



Bischoff launches into a Chart Buster.

## SCOTT HALL

Height: 5'7  
Weight: 185 lbs  
Home Town: Minneapolis, MN  
**Unlock:** Win QFTB with any wrestler on Hard level.  
**Special:**  
Outsider's Edge.....(Flashing, Grapple) ■  
Boston Crab .....(Opp down FD) ↑ + ×  
Choke .....(After Irish Whip) ●



The Outsider's Edge really hurts.

## WOLFPAC STING

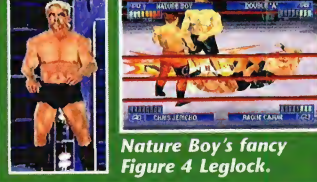
Height: 6'3  
Weight: 252 lbs  
Home Town: Venice Beach, CA  
**Unlock:** Win QFTB with any wrestler on Hard level.  
**Special:**  
Meltdown .....(Flashing, Grapple) ■  
Scorpion Death Lock (Opp down FU) ↑ + ▲  
Stinger Splash .....(Opp lying on TB) Run, ▲



Wolfpac Sting's Scorpion Death Lock.

## 'NATURE BOY' RICK FLAIR

Height: 6'1  
Weight: 245 lbs  
Home Town: Charlotte, NC  
**Unlock:** Win QFTB with a non-Cruiserweight wrestler on Hard level.  
**Special:**  
Flatliner .....(Flashing, Grapple) ■  
Figure 4 Leglock .....(Opp down FU) ↑ + ▲  
Rings Of Saturn .....(Opp down FD) ↑ + ▲



Nature Boy's fancy Figure 4 Leglock.

## 'DOUBLE A' ARN ANDERSON

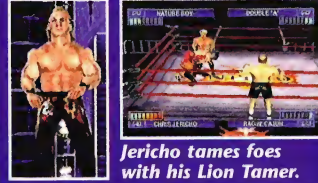
Height: 6'0  
Weight: 249 lbs  
Home Town: Minneapolis, MN  
**Unlock:** Win QFTB with a Cruiserweight wrestler on Hard level.  
**Special:**  
Gourd Buster .....(Flashing, Grapple) ■  
Figure 4 Leglock .....(Opp down FU) ↑ + ▲  
Crippler Crossface .....(Opp down FD) ↑ + ▲



Arn goes for a Gourd Buster - ouch!

## CHRIS JERICHO

Height: 6'2  
Weight: 225 lbs  
Home Town: Calgary, Alberta  
**Unlock:** Fight in all 13 backstage rooms in QFTB.  
**Special:**  
Death Valley Driver....(Flashing, Grapple) ■  
Lion Tamer .....(Opp down FU) ↑ + ▲  
Camel Clutch .....(Opp down FD) ↑ + ×



Jericho tames foes with his Lion Tamer.

## LASH LEROUX

Height: 5'11  
Weight: 195 lbs  
Home Town: Baton Rouge, LA  
**Unlock:** Win QFTB with a Cruiserweight wrestler on Medium level.  
**Special:**  
Meltdown .....(Flashing, Grapple) ■  
Lion Tamer .....(Opp down FU) ↑ + ▲  
Moonsault .....(On top TB, Opp down) ●



Lash leaps into his Moonsault.

## BAM BAM BIGELOW

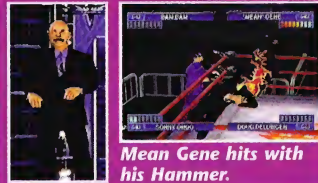
Height: 6'3  
Weight: 358 lbs  
Home Town: Asbury Park, NJ  
**Unlock:** Win QFTB with a non-Cruiserweight wrestler on Medium level.  
**Special:**  
Greetings from Asbury Park.....(Flashing, Grapple) ■  
Boston Crab.....(Opp down FD) ↑ + ▲  
Moonsault .....(On top TB, Opp down) ●



Greetings From Asbury Park.

## 'MEAN' GENE OKERLUND

Height: 5'9  
Weight: 212 lbs  
Home Town: Robbinsdale, MN  
**Unlock:** Win QFTB with a non-Cruiserweight wrestler on Hard level.  
**Special:**  
Gene Hammer.....(Flashing, Grapple) ■  
Boston Crab .....(Opp down FU/FD) ↑ + ×  
Shooting Star Press..(On top TB, Opp down) ●



Mean Gene hits with his Hammer.

## SONNY ONOO

Height: 5'5  
Weight: 155 lbs  
Home Town: Osaka, Japan  
**Unlock:** Win QFTB with any wrestler on Easy level.  
**Special:**  
Running Nose Powerslam  
Boston Crab .....(Opp down FU/FD) ↑ + ×  
Tornado DDT .....(Opp lying on TB) ●



Sonny snivels with his Running Nose.

## DOUG DELLINGER

Height: 6'2  
Weight: 260 lbs  
Home Town: Raleigh, NC  
**Unlock:** Win QFTB with a Cruiserweight wrestler on Hard level.  
**Special:**  
Powerbomb.....(Flashing, Grapple) ■  
Boston Crab .....(Opp down FU/FD) ↑ + ×  
Shooting Star Press..(On top TB, Opp down) ●



Dellinger leaps into a Shooting Star Press.

## JIMMY HART

Height: 5'5  
Weight: 155 lbs  
Home Town: Memphis, TN  
**Unlock:** Win QFTB with any wrestler on Hard level.  
**Special:**  
Crucifix Powerbomb..(Flashing, Grapple) ■  
Figure 4 Leglock .....(Opp down FU) ↑ + ▲  
450 Splash.....(On top TB, Opp down) ●



From the TB top, the amazing 450 Splash.

WCW.....  
NWo BLACK & WHITE.....  
NWo WOLPAC.....  
HORSEMEN.....  
CRUISERWEIGHT.....  
HARDcore.....







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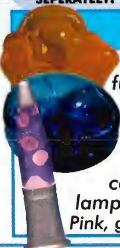


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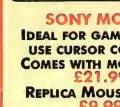
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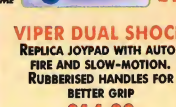
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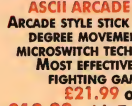
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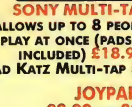
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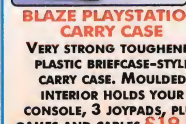


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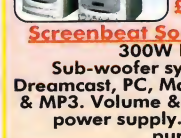
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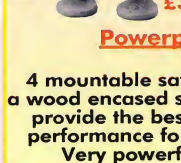
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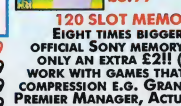
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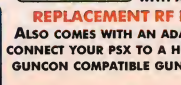
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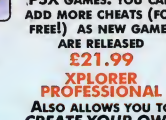
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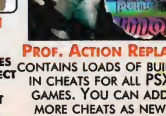
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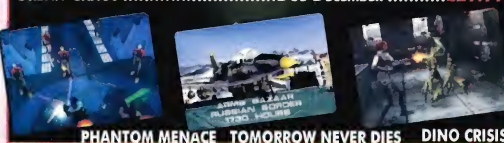
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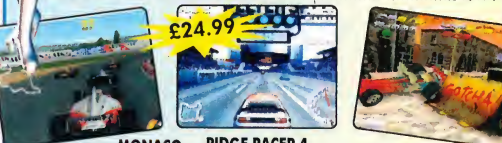
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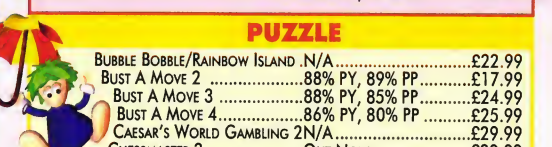


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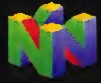
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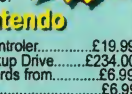
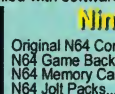
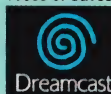
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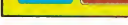
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## Questions & Answers

Guess which bit you've got to provide...

### 1. Which game features an exclusive Fear Factory soundtrack?

- a. The demolished church parade ☐
- b. Demolition Racer ☐
- c. Cradle of American wank ☐

### 2. In which game are you prompted to participate in gang war, cop killin' and drug trafficking?

- a. Grand Royal Records ☐
- b. Grand Daddy Has Gone Bad ☐
- c. Grand Theft Auto 2 ☐

### 3. What does WCW stand for in the title WCW Mayhem?

- a. Western Cucumber Warrior ☐
- b. Wrinkled Circumventing Woman ☐
- c. World Championship Wrestling ☐

### 4. In which time period is Resident Evil 3: Nemesis set?

- a. In between the first game and the second ☐
- b. Victorian ☐
- c. Triassic ☐

### 5. Which Japanese game name is actually false

- a. Super deep delving : The lost pukka princess ☐
- b. Derby Stallion '99 : The forbidden grooves ☐
- c. Bastard ☐

Yes, unlikely though it may seem to many, I've taken the time to fill in The Teaser to the best of my ability and am sending in my entry in the vain hope of winning a prize. My bondage knowledge is second to none.

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## Name that Bond girl

Whose who?



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Two reasons. One, who cares? And two, a score of 99 per cent three years ago might not count for too much in light of developments since, just as a solid but uninspiring game three years ago may well be seen as the same today.

**Dealer is written with you, the game buyer, in mind.** In the case of sequels we advise you on which game to choose. A newer model of an older game isn't necessarily better. It might offer slightly more or be cosmetically superior, but if it comes with a hefty price tag while its sibling is available for less, then we'll tell you where to look.

And this is the point. Every single game in Dealer is given a value, both in terms of what you can expect to pay for it second hand, and its value to you as a trade-in. These are presented in colour-code form and can literally save you pounds. **The values are arrived at with the help of Game Guide, an organisation with years of experience** in advising independent game stores. Information on all of the 600-plus games is updated every month, and it's always accurate. Whether you're buying, swapping or trading games, Dealer has all the information you need.

### rating system

Each game gets a star rating from 1-4. We think you can work it out yourselves, but in the event of difficulties don't hesitate to call...



dealer

This, as you've gathered, is Dealer. It's enormous and it's very, very useful. Every PlayStation game that you could ever hope to buy is here, and Pro is the only magazine which includes screenshots of everything.

Dealer is an indispensable guide for any PlayStation owner who doesn't have more money than sense. It's here to provide you with the most from your PlayStation for the minimum amount of cash, and to help you avoid the ball-ache of being landed with a game which is sub-standard, mildly disappointing, or simply not 'up your street'. This is we do it, in a strictly non Warreng G stylee.

rpg  
rpg

page 100

platform  
platforms

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beat  
beat 'em-up

page 103



# racing

## € Andretti Racing

Mario Andretti eh? A name you can trust when it comes to driving in the Indy 500. But you've got to question his judgement when he starts endorsing average games like this. There's so many racing games out there, and this gives no real competition.

## € Ayrton Senna's Kart Duel

An attempt which looked okay, but lacked any real gameplay. Ayrton's name deserved better.



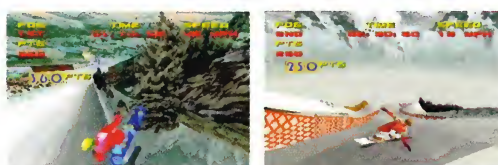
## € Ayrton Senna Kart Duel 2

Ayrton would be spinning in his grave if he knew his name was being attached to this bucket of toss.



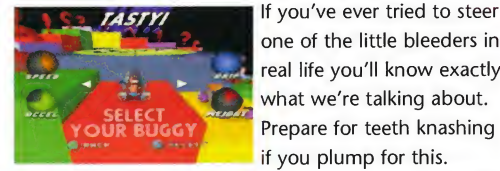
## Big Air

It's no Cool Boarders beater. Actually, this one would have trouble beating an egg. Shite joke, shite game.



## € Buggy

An altogether too realistic simulation of Remote Control racing that can be impossible to play.



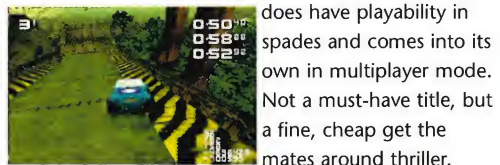
## € Burning Road

A fast paced effort which never performed as well as it should have. But check out its improved sequel,



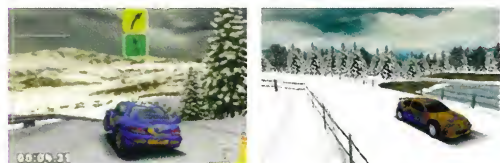
## € Circuit Breakers

Is it *Micro Machines*? Does it want to be? Well no and yes in that order, but this *Supersonic Racers* revamp does have playability in spades and comes into its own in multiplayer mode. Not a must-have title, but a fine, cheap get the mates around thriller.



## € Colin McRae Rally

Codemasters stunning run of form continued with this rallying classic. Simply a must-buy.



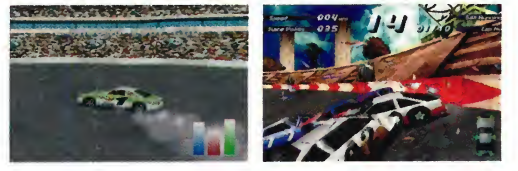
## € Cyber Speed

Only serial sci-fi masochists will want to go near this pile of absolute cyber-shite.



## € Destruction Derby Platinum

The game that initially sold thousands of PlayStations now looks dated and shoddy. Just like Chris Tarrant.



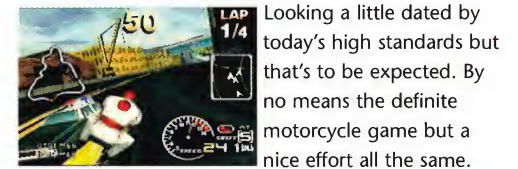
## € Destruction Derby 2 Platinum

Infinitely better than the original. Faster, more polished and generally more fun. Worth checking out still.



## € Explosive Racing

*Burning Road* was cool enough, but this sequel manages to address the original's minor problems.



## € Felony 11-79

Nippy little joyriding game let down by a lack of tracks but still manages to be good fun in short bursts.



## € Formula One Platinum

Grand Prix racing as it should be, tons of action and speed a plenty. But it's since been superseded.



Compiled with the kind help of Game Guide – providing specialist information for independent retailers.

### Inside dealer

95	racing	108	US chart
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107	adventure		



## £ Formula One '97

Formula One was a front-runner, but *Formula One '97* seized poll position and set the new standard.



## £ Formula One '98

With two far better *F1* games coming before it, this highly disappointing follow-up let the side down more than that bloke Beckham. We expected far more from Psygnosis, but the software giant took their foot off the pedal this time and delivered this dud instead.



## £ Formula Karts

A useful dabble into the world of performance go-karting. Faster than Linford Christie in a Porsche, *Formula Karts* is still let down by the odd glitch and frustrating gameplay. A noble attempt but there are a myriad of better racing games listed here.



## Grand Theft Auto 2

Fun lovin' criminals get another chance to sell drugs, kill cops and pick noses in public. Bigger, Better!



## £ Gran Turismo

Impossible to sum up in two lines. Just go out there now and buy Sony's showpiece car game. Awesome.



## £ Hardcore 4X4

Well below average dirt racing game where you hammer round in jeeps and the like.



## £ Hi-Octane

Another of the original PlayStation games, *Hi-Octane* followed hot on the heels of *WipeOut* with the same ideals and a similar form of gameplay. What it didn't manage to do was create from the rapid movement a genuine sense of speed or involvement. Shame on it.



## £ Impact Racing

Another decidedly dull racing game that really has no place in even the most stupid gamers collection.



Why any store would stock this absolute tripe is anyone's guess. Save your coppers for one of the many, many better games out there.

## £ Indy 500

Time and again developers go out, get the big name licence but then come up with below par games.



What's the point? To sell more games of course. Don't be fooled here, *Indy 500* couldn't be more middle of the road if it was a squished hedgehog.

## £ Jeremy McGrath Supercross

We deduce from the title that Mr. McGrath is some kind of Supercross hero. We've never heard of him though. It's a bit like having Paul Peschisolido's Actua Soccer 4. Anyway, if you must indulge in mud and jumps you could do worse than this, maybe.



## £ Jet Rider

This was a piss poor attempt at being Sony's answer to *Wave Race64*. It doesn't come close and deserves to be drowned. The controls aren't really there. The graphics are duff and it sounds like a minnow being raped by a blue whale. Utterly, utterly fishy bollocks.



## £ Jet Rider 2

The original was shite and this sequel doesn't exactly break the mould. More dodgy controls we're afraid.



## £ Max Power Racing

Without the depth of the likes of *Gran Turismo* but then, it isn't supposed to have it. *Max Power Racing* sets out to give you the perfect arcade racing experience and comes pretty close to pulling it off. Nice licence, nice game. Full marks all round.



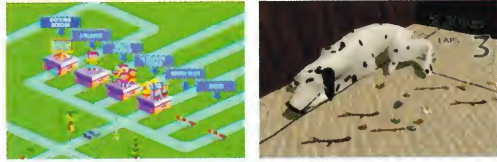
## £ Megaman: Battle and Chase

"Hands up who wants to pretend to be *Mario Kart*? Put you arm down *Megaman*, as you've absolutely no idea how to pull it off." Unfortunately Mr M. failed to take heed of any advice and we're left with this pastel coloured carting crap that has no redeeming qualities.



## £ Micro Machines v3 Platinum

Midget motor racer that everybody must own. The four-player mode is worth getting a PlayStation for.



## £ Monaco Gran Prix

A winning formula which successfully plugs the gap left by the dreary *F1 '98* and provides for more pole positioning. The engines sound like a troop of tone deaf bees in a jar, but the gameplay is as solid as a cast iron carbon copy of Lennox Lewis.



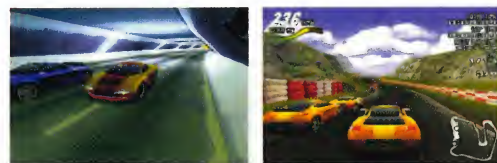
## £ Monster Trucks

Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too! Obviously more geared towards the American side of the market but if you like yee-haaing with the best of them then have a look.



## £ Motorhead

Proving that more than just fit girls and good porn can come from Sweden. Slick and fast (no not the porn)



## £ Moto Racer

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.



## £ Moto Racer 2

Dodgy graphics and a little jerkiness let this two-wheeled simulation down, but if you're a bit of a greasy biker at heart, you might well find yourself getting into it a bit more. However you look at it, it's a better bet than the first game in the series.



## £ Motor Mash

Enjoyable *Micro Machines* clone. But it doesn't quite have what it takes to topple the classic though.





## Motor Toon GP 2

Interesting idea. Make a cartoon style racing game and you get away from all the blandsters who want proper, accurate statistics and performance. Having said that, making it a distinctly average game in other departments probably wasn't in the design spec.



## Need for Speed: Road Challenge

It nearly made it, but oh no! It span out on the final lap. A fair racer that lacks that spark of realness. *Gran Turismo* and *Ridge Racer Type 4* have raised standard for racers, but this series doesn't give up easily. A buffed pebble rather than polished diamond.



## Penny Racers

Quite possibly the worst racing game to date. Makes *Off World Interceptor* look like *Gran Turismo*. Serious questions should be asked of the programmers and regardless of their answers they should be dangled from a bridge by their ankles, then dropped.



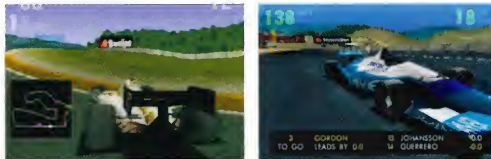
## NASCAR Racing '96

The oldest game of the NASCAR trio but they're all pretty similar anyway. And not that good either.



## Newman-Haas Racing

Has more speed than *F1 '97* yet less depth makes this a game for those who love frantic pace.



## Porsche Challenge Platinum

The Boxster races for all its worth in this slick racer. Options include a cool two-player mode for added enjoyment. Only the best stuff ever makes it to Platinum but *Porsche Challenge* is perhaps the surprise release in the range, A nice try though.



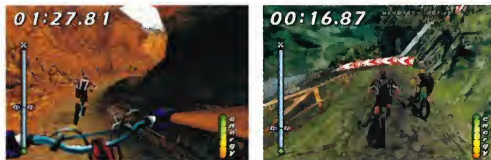
## NASCAR '98

An average attempt which looks and plays much the same as *Andretti Racing*. Rent it for the night and then decide you don't like it. Failing that just give away your Playstation, write that screenplay, get discovered, and direct your own movie. Nah... Just kidding.



## No fear Downhill Mountain Biking

One of the longest titles in history for one of histories worst games. Ride a bike downhill. Yes, it's that good!



## Power Boat Racing

One of two power boat games that arrived in quick succession. This was the worst of the two.



## NASCAR '99

Keep away from this formulaic redneck-racing rubbish. You may find yourself sleeping with your relatives.



## Off World Interceptor

A truly appalling fly and shooter that has no place on a Commodore 64, let alone a Playstation. We have sent out a death squad with orders to seek out and destroy anyone buying a copy of this shite. Is it worth facing a firing squad for? Save yourself by avoiding it.



## Rage Racer

The third *Ridge Racer* game is an in-depth affair. Quality action all the way. But *R4* leaves it way behind.



## Need For Speed platinum

The original Need for Speed game was a must have title for any discerning player. The series is now in it's fourth installment and this great grand daddy of a racer is really showing it's age. Worth picking up for a song though, but only a really cheap song.



## Peak Performance

Under-par performance would be a far more accurate description of this car fest from Japanese telly makers JVC. Overly Jap influence means the cars you'll be driving are more like the kind you'd see a Tokyo Bank manager in than you'd expect in a Playstation racer.



## Rally Cross

A bouncy rally game from Sony that went head to head with the excellent *V-Rally*. And lost. Quite badly in fact. With *Rally Cross 2* since released there's no point in looking at this, both games are pretty much the same as each other anyway. Buy at your peril.



## Need For Speed 2

The slightly less impressive sequel to the above. More options, but it's still pretty lacklustre.



## Need For Speed 3

The series gets back on track but even so this is still far from perfect. The best of the bunch to date though.



## Driver



Everyone should own this game. It managed to live up to all our dreams, and so much more. Chase crooks up, around and over the streets of San Francisco while avoiding the cops and looking as cool as possible without the use of an iceberg. It's superb - buy it.



## Rapid Racer

Good fun in the short term but again failed to be Sony's answer to the N64's *Wave Race 64*.



## Ray Tracers

Rapid chase game which is over all too soon but brings back memories of *Chase HQ* and the like.



## Ridge Racer Platinum

The original PSX racer still takes some beating and for £20, you ain't gonna get a better deal.



## Ridge Racer Revolution Platinum

The sequel to Ridge Racer packs a mean punch, but the limited courses on offer stops it being a classic.



## Ridge Racer Type 4

Namco reclaim the road and come tearing back to the top spot with this amazing arcade racer. Sleek, sultry, and sporting more scorching wheels than a wagon train in Apache avenue this is a literal turbo talisman. The ultimate arcade racing experience.



## Road Rage

A poor man's *Wipeout* in every sense. In fact a man so poor he only eats from bins. Avoid.



## Road Rash

Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.



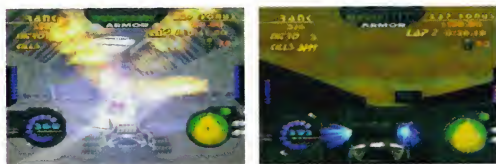
## Road Rash 3D

A three dimensional version of the popular Road Rash series from Electronic Arts. Take part in a deadly motor bike race across America while avoiding the cops and beating the opposition with baseball bats. A great idea that sadly fails to hit the target.



## Rock 'N' Roll Racing 2

This looks amazing until you actually start racing, then you'll find it is one of the worst games ever.



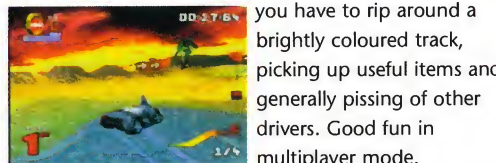
## Sled Storm

The best motor-thingly-on-snow racer ever. It plays like a Bond movie chase scene, looks like a winter dream!



## S.C.A.R.S

A novelty racer in the *Mario Kart* mould. Each car is based on the characteristic of an animal with which you have to rip around a brightly coloured track, picking up useful items and generally pissing of other drivers. Good fun in multiplayer mode.



## Speed Freaks

Cute racer with a multicoloured mean streak. It's *Mario Kart* for the PlayStation. It's faster than Will's bird. Top!



## Speedster

A racing game with a weird overhead view point. Original, but still largely complete arse.



## Starwinder

What is this, clock work stars? No, it's a 3-D space racer that fastens you to a rail and chucks you all over the place. It tries so hard to be *Wipeout*, but isn't. Another game winging its way to the bargain basement incinerator, and not a moment too soon.



## Street Racer

*Mario Kart* was an obvious influence with its development but this four-player cartoon racer looks extremely dated. To be fair it did when it was released too. Its saving grace were the Page 3 'stunnas' in the ad campaign but they're not included, nor is gameplay.



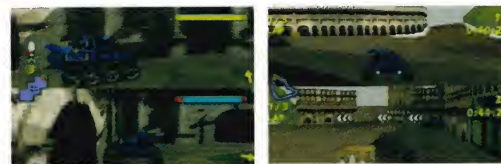
## Supersonic Racers

A wacky race-style romp that owes more than a passing thank you to *MicroMachines 3*. Avoid this, and get *Circuit Breakers*. It's so much better than this predecessor. You can get it cheap too so you'll be saving money into the bargain. Bonus.



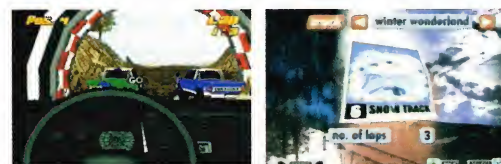
## Tank Racer

A potent mix of nitros and napalm lifts this delightful demolition derby up above the average mark.



## Test Drive Off Road

Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.



## Test Drive 4

Well done boys. Creating a racing game with no two-player option. It's a fair one-player game, but most of the fun of the racing genre is the mano et mano rivalry. Better off looking for a more complete title really and there are obviously plenty of those around.



## Test Drive 4x4

This 4-wheeled waste of time is as dull as the dirt tracks you race on. Drop this in the mud and stamp on it repeatedly until the disc cracks. Then set fire to it to be on the safe side. You don't want any kids picking it up and trying to play it. It's dangerously crap.



## Test Drive 5

Looks good, plays well, but lurks in the shadows of *Gran Turismo*, *TOCA* and the like.





### TOCA Touring Car Platinum

A fantastic Touring Car simulation which is up there with the *V-Rallys* and *Total Drivin's* of this world.



### TOCA 2

Simulations don't get much better than this. The original TOCA was excellent but this takes everything a step further. Things tend to get a little technical in places but if you can get your head around that then you're in for hours and hours of enjoyment.



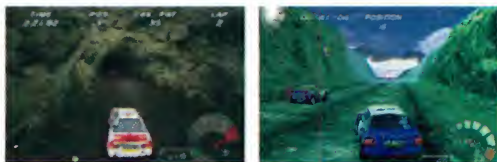
### Tokyo Highway Battle

A wanky *Rage Racer* style game. Build your car to improve your racing performance. Except don't bother.



### Tommi Makinen Rally

How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim.



### Total Drivin

Earlier effort from the makers of the excellent *Max Power Racing*. Great arcade action once again



### V Rally Platinum

Great rally sim. Over 40 tracks to race on and loads of cars and options. Well worth your twenty.



### V Rally 2

Better than Colin McRae and featuring a ream four-player mode. Fancy making some skidmarks? Get this!



### WipEout Platinum

Not many games feature soundtracks that sell like viagra coated chocolate. Couple the top sonics with high speed graphics that will make you sea sick, and you get a classic game that made the PlayStation's infancy so exciting. Feel the G Force, baby. Mmm...



### WipEout 2097

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Have a look.



### Wip3out

The finest future racer just got better. Well, it got multiplayer options and tidier tracks. Superb!



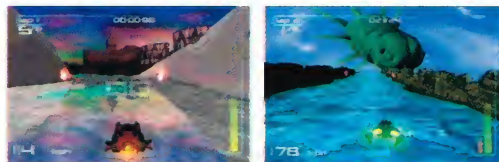
### Wreckin' Crew

Dismal driving battle game that looks as bad as it plays. It took years to come out after a barrel full of delays. Makes you wonder what the programmers spent their time doing. Certainly wasn't spent making the game any better. A disappointment.



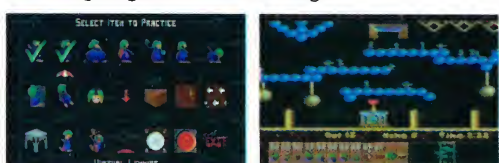
### 360

A water based WipEout wanna be that fails to deliver on all counts. A shoddy release that should be avoided.



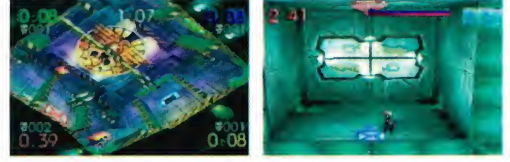
### 3D Lemmings

An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.



### Blast Chamber

Confusing future-set puzzling sport. Quirky as hell and not everyone's cup of weirdness.



### Bust A Move 2 Platinum

Bub and Bob from Bubble Bobble make a return to their bubble bustin' and jewel releasing puzzle action. A good game for showing the little lady that PlayStation's aren't just about watching Lara's arse while punching your buttons. Well, not all the time.



### Bust A Move 3

Quality effort that will keep the girlfriend occupied for many a night while you're down the pub getting hammered. The downside is that you'll never be able to use your PlayStation again, cos you won't get her off it again. So you'll have to dump her!



### Bust-A-Move 4

The finest puzzle game under the sun. It's popular with the ladies too, so show it of for a guaranteed shag! But for us blokes this top puzzler is as about alluring as a repeated kick in the nads, and this puzzle-fest is guaranteed to screw with your head.



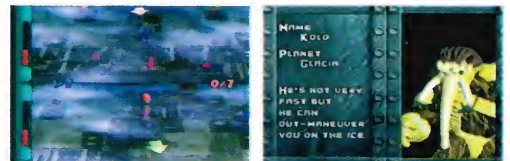
### Devil Dice

Another interesting idea that looks suspiciously good on screen but actually turns out to be mostly irritating.



### Grid Run

Fast paced chases around a floating grid. Good fun in small doses. Very, very small doses. Miniscule in fact.



### Hebereke's Popoitto

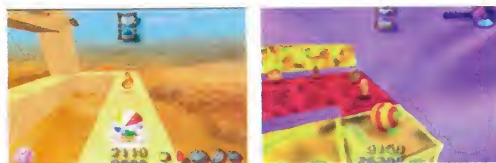
Wacky Japanese type thing which owes plenty to Tetris and even more to the game's developers LSD intake. Full marks though for having the strangest name in Dealer. That's got to be worth getting it for alone. No? God, what do you people out there want!





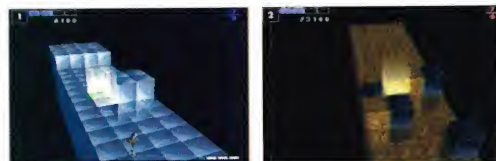
## 🕒 Kula World ☆☆☆

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.



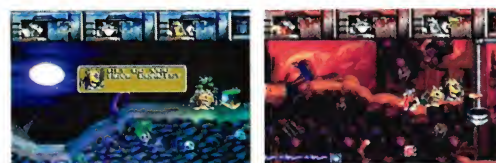
## 🕒 Kurushi: Intelligent Cube ☆☆☆

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating, but then that's the point.



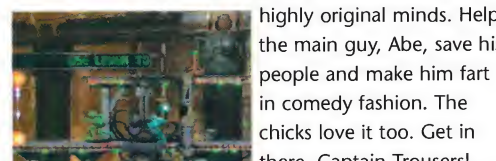
## 🕒 Lost Vikings 2 ☆☆☆

Control a posse of comedy Norse men who are lost. An old idea, but one that's been well executed.



## 🕒 Oddworld: Abe's Oddysee Platinum ☆☆☆

An excellent puzzle game. Quirky, fun and more than a little perplexing. A truly original game designed by highly original minds. Help the main guy, Abe, save his people and make him fart in comedy fashion. The chicks love it too. Get in there, Captain Trousers!



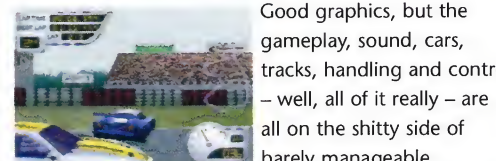
## 🕒 Puchi Carat ☆☆☆

Bust-A-Move has a fling with the bat and ball classic *Arkanoid* and produces this neat puzzle-baller. Tasty.



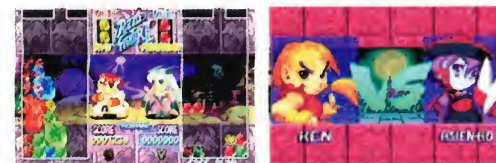
## 🕒 Sports Car GT ☆

Handling that's slacker than a 2-bit whore and clumsier than a Hooch fuelled school girl. In a word, crap. Good graphics, but the gameplay, sound, cars, tracks, handling and control – well, all of it really – are all on the shitty side of barely manageable.



## 🕒 Super Puzzle Fighter Turbo ☆☆☆

A bizarre *Street Fighter*/*Tetris* combination which will zap your social life into extinction within minutes.



## 🕒 Swing ☆

A puzzle game for people who do the *Times* crossword to relax. Ugly, tricky and boring.



## 🕒 YoYo's Puzzle Park ☆

A brightly coloured pain in the arse that shouldn't even be inflicted on criminals. Burn every copy!



## 🕒 Alundra ☆

Falling into the same leather booties as *Zelda* on the SNES, *Alundra* is a basic painting by numbers RPG.



## 🕒 Blaze & Blade ☆

Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.



## 🕒 Final Fantasy VIII ☆☆☆

The graphics will make you pant while the storyline may make you weep. It's a steam-punk classic so buy it.



## 🕒 Breath Of Fire 3 ☆☆☆

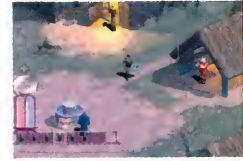
Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo.



Well things haven't come on that much in all honesty and if you need an RPG with stunning graphics and real lasting appeal, then go for *Final Fantasy VII* instead

## 🕒 Diablo ☆☆☆

EA convert their successful PC slash-'em-up cum RPG very successfully onto the console format. Most of the



games are designed to be played with a mouse but the developers have managed to get all the main functions onto the joypad with no fuss. Treat, as they say.

## 🕒 Final Fantasy VII ☆☆☆

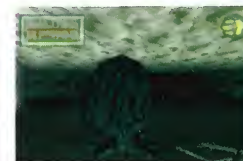
The biggest game ever! Three whole CDs full of sumptuous graphics and sleazy music. Takes about 100



hours to complete but it's certainly time well spent. Your girlfriend will have to learn to cope with your long periods of sustained absence. Buy her a vibe.

## 🕒 King's Field ☆

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.



## 🕒 Suikoden ☆

This one has the rather dubious pleasure of being the first true role playing game on the PlayStation.



The game's drabness drags what was a bad game to the levels of a really bad one. With *FFVIII* on it's way, this can happily be avoided with confidence.



### £ Vandal Hearts ☆☆☆

Magic, action, strategy and fighting. It's a corker, that's for sure, and was probably the best in the genre until Final Fantasy VII arrived on this Earth. Even now if you've had enough of Square's brilliant offering this could well tide you over for a little while.



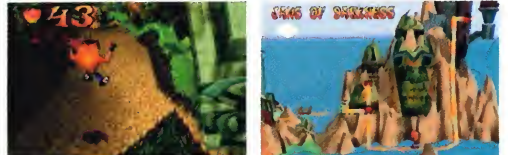
### £ Bugs Bunny: Lost in Time ☆☆☆

An inoffensive/bland platformer featuring that rabbit. Get it cheap or forget about it and get *Ape Escape*.



### £ Crash Bandicoot Platinum ☆☆☆

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.



### £ Wild Arms ☆☆☆

This Wild West themed RPG may be pretty mediocre, but it has some nice touches and at least it's original.



### £ Captain Blasto ☆☆☆

Basic platform action that amuses and entertains without excelling at either. Kind of polygonal in its own little way, and sort of quirky if you want to know the truth, but if it's truth you're after then try this on: Captain Blasto is a game played by chimps.



### £ Crash Bandicoot 2 ☆☆☆

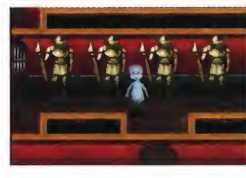
A massive improvement on the original with more variation than its predecessor. A winner.



## latto platforms

### £ Casper ☆☆☆

The cute and friendly ghost's PlayStation debut is a total bunch of utter utter ARSE! With no redeeming features and gameplay that would bore a corpse, Casper is one spook that is in need of an encounter with the GhostBusters. Who ya gonna call?



### £ Croc ☆☆☆

A Mario clone for the PlayStation was the aim for Croc, and it wasn't a bad attempt. A cuddly character in an original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.



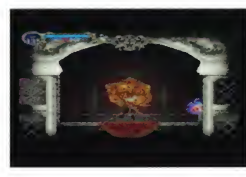
### £ Ape Escape ☆☆☆

Fantastic free-roaming platformer where you nab apes in a big net. It'll only run with a Dual Shock though.



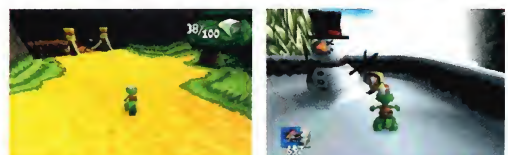
### £ Castlevania ☆☆☆

If your looking for a platform game that combines an awe inspiring story, dreamy graphics and state of the art sound, AVOID THIS LIKE THE PLAGUE. It's a total waste of, what was, a totally acceptable idea that's just gone to hell. Stay there, you crap game you!



### £ Croc 2 ☆☆☆

A cute game that's too tough for kids and too bland for hardened gamers who would prefer *Ape Escape*.



### £ Asterix ☆☆☆

A crappy Gallic affair that owes a lot to *Risk*. Sub-standard arcadey sections do nothing to help this cack.



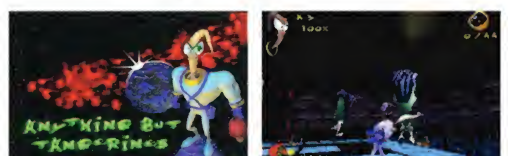
### £ Cheesy ☆☆☆

I know, let's make a game and give it an ironic title like 'crap game' or something. Trouble with this one is that behind the self depreciating title lies a game that actually lives up to the name. Cheesy by name, utter shite by nature. Smells like rotten Brie.

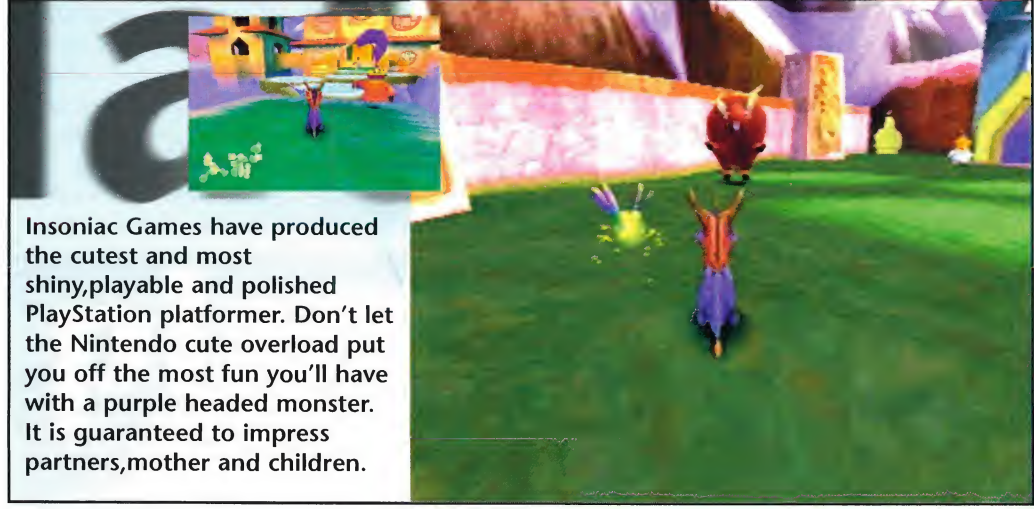


### £ Earthworm Jim 2 ☆☆☆

An unimpressive update of a 16bit platform hero. Dated on release and absolute dirt now.



## £ Spyro 2 ☆☆☆☆☆



Insoniac Games have produced the cutest and most shiny,playable and polished PlayStation platformer. Don't let the Nintendo cute overload put you off the most fun you'll have with a purple headed monster. It is guaranteed to impress partners,mother and children.

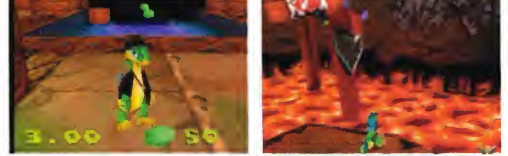
### £ Gex ☆☆☆

Another effort which is worth a butchers' if it happens to be going cheap. A throwback to the PlayStation's early days when graphics like these gave everyone a stiffy, Gex is in need of a facelift (he got one - see below) but still provides limited fun for a while.



### £ Gex: Enter the Gecko ☆☆☆

3-D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.





## 🕹️ Gex: Deep Cover Gecko ☆☆☆

He's lean, green and back on the PlayStation scene in this stunning sequel. With more costume changes than Mr Ben on speed and an one-line library to rival Bruce Campbell's. Gex is deeper into his bizarre but beautiful 3-D world than ever before.



## 🕹️ Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.



## 🕹️ Hercules platinum ☆☆☆

All the fun of Disney's re-re-writing of the famous Greek legend in a mighty fine platform-based caper.



Everything in this garden is rosey. Quality animation, top sounds, but oh no – it's only been a only a few hours of play and it's all over. Short, but fun.

## 🕹️ Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top ten platformers.



## 🕹️ Johnny Bazookatone ☆☆☆

Another title that's destined to rot at the bottom of a bargain bucket. You can spot these ones a mile off as even their names make you want to double over and puke until you see stars. When will these developers stop wasting our time?



## 🕹️ Jumping Flash ☆☆☆

This well average platformer has nothing to do with ropey Whoopi Goldberg movies or Rolling Stones lyrics. Shame really, as it needs some slice of insanity to take it from the realms of mediocre. Easy to complete yet friendly. Inoffensive bargain fodder.



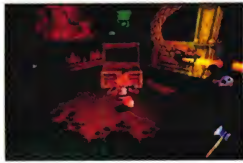
## 🕹️ Jumping Flash 2 ☆☆☆

A sequel that was eagerly anticipated by no one except Whoopi Goldberg, who thought that her ropey movie was about to be given the sequel treatment and a PlayStation tie in. Sorry Whoopi, this is just a slight improvement on the original game.



## 🕹️ Kingsley ☆☆☆

Kid's Fox adventure that'll make hippies shut up, pick up a shotgun and go hunting the little bastards. Crap.



## 🕹️ Klonoa ☆☆☆

A real surreal Japanese deal with an airborne floppy eared feline. The scary will revel in it.



## 🕹️ Lomax In Lemmingsland ☆☆☆

He'd have been much better off visiting somewhere else – Lomax Crash Bandicoot Land, for example.



It's better there. That said, this does have elements of some originality, it's easy to play and not the quickest to complete, so, fivers at the ready for the little green git.

## 🕹️ Jurassic Park: Lost World ☆☆☆

Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.



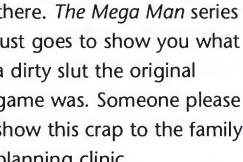
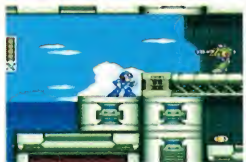
## 🕹️ Lucky Luke ☆☆☆

Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.



## 🕹️ Mega Man X3 ☆☆☆

For some reason that we will never know crap games seem to be the horniest and most fertile genres out there. *The Mega Man* series just goes to show you what a dirty slut the original game was. Someone please show this crap to the family planning clinic.



## 🕹️ Megaman 8 ☆☆☆

See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.



## 🕹️ Mickey Mania platinum ☆☆☆

Remember the days when every game licence was converted into a platform game, no matter what?



Well, Disney seem to remember and have given you lucky people this piece of retro-gaming action. It's short but it's fun and it's got a six foot mouse!

## 🕹️ Oddworld: Abe's Exoddus ☆☆☆

The gimp with the gift of the gab returned with more vocals to continue his puzzle solving frolics in this



superb adventure, platform, puzzle or whatever the bloody hell it was. Great fun and a real challenge but be warned, it ain't easy and it ain't always fair.

## 🕹️ Pandemonium Platinum ☆☆☆

A 2-D platformer made to look all 3-D. Not bad but there are those which do this for real.



## 🕹️ Pandemonium 2 ☆☆☆

A 3-D platform game that's 'on rails' but offers enough fun and frolics to keep even the grumpiest person



happy. That is until you complete it while you're waiting for an egg to boil. Nice game. Nice characters but the life expectancy of a sickly mayfly.

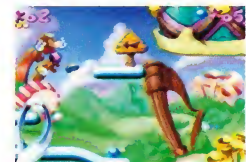
## 🕹️ Psybadek ☆☆☆

An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive levels and fiddly controls. One of those games which looks great when someone's playing it in the shop, but really needs a sequel to sort it all out.



## 🕹️ Rayman Platinum ☆☆☆

The French and limbless character will soon have his sequel and TV series. The original game offers some good and honest, no frills fun that will entertain those of you desperate to control a French and limbless cartoon character. You know who you are!



## 🕹️ Rascal ☆☆☆

Like we said, you could do a lot worse, and this is a lot worse. Good looking, but absolutely no gameplay.





### € Skull Monkeys ☆☆☆

Awesome graphics but lacking in lasting appeal. One of the 'best of the rest' if you know what we mean.



### € Wild 9 ☆☆☆

The world's first torture-'em-up provides for many a laugh, plodding through this platform game using your 'victims' to aid your quest. Falls down in the long run with its lack of lasting appeal, but those inclined to pilfer could do worse than lift this.



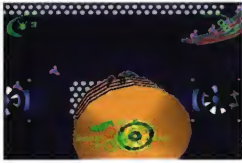
### € Battle Arena Toshinden 3 ☆☆☆

More magic scrapping action in the same vain as the other two. The series was struggling by this time as Tekken had been accepted as the number one beat-'em-up, and something special was needed to regain the balance of power. This wasn't it, but it's still good.



### € Spider ☆☆☆

Incey Wincey Spider, coming down the spout, Incey Wincey Spider began to scream and shout. He shouted with frustration that in his platform game, the graphics were abysmal and the gameplay was so lame. Like most spiders, this is best flushed down the bog.



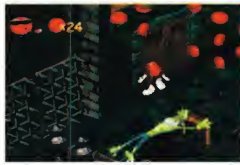
### Bio F.R.E.A.K.S ☆☆☆

Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better.



### € Spot Goes To Hollywood ☆☆☆

Another example of 16bit characters failing to make the transition into 32bit gaming.



### € Batman Forever ☆☆☆

Appalling dog's-mess of a game. The average human would be better served eating their own arse.



### Bloody Roar ☆☆☆

A good looking beat-'em-up which could easily have fallen by the wayside as one of the many average efforts. It doesn't though, thanks to some great moves and the excellent morphing characters who change from human to animal form. No Tekken, but a good effort.



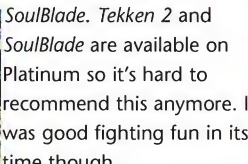
### € Trash It ☆☆☆

Go crazy with a hammer and smash stuff to pieces. Sounds like a dream, but can you see yourself still doing it in two or three weeks time? You can? Well then you're definitely a nasty bastard and deserve to play such a boring (if original) game as this.



### € Battle Arena Toshinden Platinum ☆☆☆

An early PlayStation beat-'em-up that was good, but has been overtaken by the likes of Tekken 3 and SoulBlade. Tekken 2 and SoulBlade are available on Platinum so it's hard to recommend this anymore. It was good fighting fun in its time though.



### Bushido Blade ☆☆☆

Handy for those bereft of patience. Big twatters of swords mean the best special move wins.



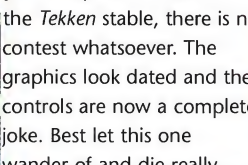
### € Tombi ☆☆☆

Part puzzle with a spot of RPG thrown in for good measure. Put it on your list of must-buys at 108.



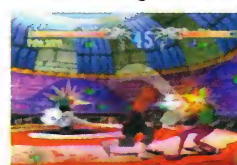
### € Battle Arena Toshinden 2 ☆☆☆

By release number three, this series was beginning to really show it's age. When you compare this one to the Tekken stable, there is no contest whatsoever. The graphics look dated and the controls are now a complete joke. Best let this one wander of and die really.



### Cardinal Syn ☆☆☆

Unusual game from Sony with some odd characters and interesting scenarios. Lacking in adrenalin.



## £ Tekken 3 ☆☆☆☆☆

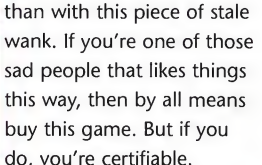


A corker and no mistake, matey. Tekken 3 is the ultimate fighting game on the PlayStation and it's doubtful it'll be beaten. As close to an arcade fighting game as you could ever want. Every PSX owner should have one tucked away somewhere.



### € Criticom ☆☆☆

That old chestnut about the game with good graphics and piss poor gameplay has never rung more true than with this piece of stale wank. If you're one of those sad people that likes things this way, then by all means buy this game. But if you do, you're certifiable.



### € Dark Stalkers 3 ☆☆☆

Street Fighter gets all gothic in this fun spook-'em-up that amuses and frustrates in equal measure. A rental.





## Dead Or Alive



Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.



## Destrega



Run around an arena, check a firebolt – move in and kill. A really stoopid fighting game that's really bad.



## Evil Zone



Surprisingly good beat-'em-up. Surprising because the Manga action is controlled with one button. Rent it.



## The Crow: City Of Angels



If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.



## Darkstalkers



It's not like Capcom to use the *Street Fighter* engine for virtually every other game they produce now is it?



This 2-D exhibit is quite enjoyable in short bursts but really has been eclipsed by recent offerings. There are far better fights to be had in the school yard!

## Dynasty Warriors



If you fancy a trek back in time to ancient Japan then this average kick-about fits the bill. On the other hand

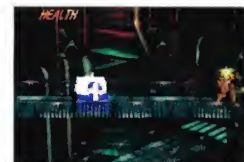


if you don't then it most certainly doesn't. A word of warning too – it's bloody difficult to play and you'll get your arse kicked time and time again.

## Fantastic Four



The most ill-advised title of all time. Fantastic it most certainly is not. In fact, replace the word 'fantastic'



with any random expletive and you'll find yourself much nearer the mark. Rubbish that should be avoided more than a prostitute with leprosy.

## Fighting Force



Tries to mix adventure with fighting but turns out like Monica Lewinsky – a bit dull and far too easy.



## Iron & Blood



Where do they get the names from? The medieval setting makes a nice change but the game is average.



## Iron Man



Show us a good comic character turned into a good game and we'll show you the Holy Grail. This is among the worst fighting games ever released and whoever believed that this was acceptable must have forgotten to take his tablets. Absolute arse.



## Killer Instinct: Arena Fighters



Highly anticipated and highly disappointing kick boxing sim that failed miserably from the word go. It now looks dated, and as it was no looker originally it is the equivalent of a hairy old Greek lady. Best avoided if you know what's good for you. And we think you do.



## Legend



Novelty slash-'em-up in the mould of Eighties classic *Golden Axe*. Only worth a look if you're going to



play in multiplayer mode. The single-player game will bore you senseless and if you're an only child you're better advised to steer well clear. Good post-pub fodder

## Marvel Super Heroes



What more can you want from a game than the chance to pit Spider-Man against Wolverine and find



out who will win. The biggest let down in the game is the use of the ancient *Street Fighter* engine. Still, it does have Marvel Super Heroes. Excelsior!

## Marvel Vs Street Fighter



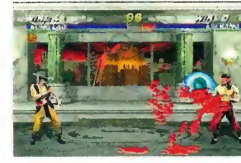
Not exactly a *Street Fighter* classic, but a rumble fest supreme if comic book heroes and hectic hand action's your bag. It's far better than most of the rehashed SF shite, but let's be honest, would anyone in their right mind really swap *Tekken* for this?



## Mortal Kombat 3



These games rocked the world a few years ago, but video games have a habit of aging quickly and this one is no exception. With the domination of 3-D fighting, it's hard to see a place for this old timer. Plenty of blood and gore in it though.



## Mortal Kombat Mythologies



Take the worst part of the *Mortal Kombat* games and mix well with the shoddiest idea for an RPG, leave to fester 'till the mixture takes on a brown, crinkley and odorous form. Leave the mixture on a pavement and make local dogs believe that a new bitch is in town.



## Mortal Kombat Trilogy



The original three arcade smashes rolled into one tiresome collection. They're all the same though.



## Mortal Kombat 4



*Mortal Kombat* finally gets a game worth playing as it enters the 3-D era. It still struggles to keep up with its rival beat-'em-ups but it is at least a noble effort that puts up more of a scrap than its less illustrious predecessors. Worth a look for fighting fans.



## Pocket Fighter



A cracking little game that's great fun. See tiny characters beat seven shades out of each other



using a variety of secret weapons pulled out from huge pockets. *Street Fighter* engine again, but oodles of novelty make this a good bet to buy.

## Psychic Force



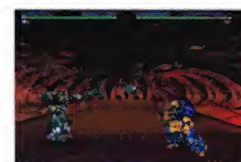
If this was good it might be worth buying, but as it's not then don't go near the little blighter. Rubbish.



## Rise 2: Resurrection



Vastly over-rated robot fighting game that was the follow up to another vastly over-rated robot fighting game. There was certainly no learning curve on display as far as the programmers were concerned. You lot cottoned on though and didn't buy it thankfully.







**WIN**  
UEFA  
Footy Fashions!



## UEFA Striker: Jumpers for goalposts? Oh yes.

**I**nfogrames' Chart star *UEFA Striker* has has a universal thumbs-up and the nice bods have given us a distinctly blue range of winter wear. The Star Prize will consist of a nice anorak/coat crossover that Noel Gallagher would be proud of, although these garments are navy blue rather than true Man City blue. The lucky git will also get a hat and smart *UEFA Striker* T-shirt. The UEFA logo is tastefully

incorporated into the design of the clothes, although we wouldn't advise wearing them all at once. We've got 20 runner-up prizes of either a cap or a T-shirt depending on when you exit the postbag and are plucked to glory by the Pro team. To get decked out in the exclusive gifts, not available anywhere else but er, in magazine competitions, we want you to do the following. Tell us the most amusing footy tale that

you've experienced while watching or playing the beautiful game. Ie, you stood on the cat while cursing Southgate's penalty attempt and killed it; or maybe you watched in amazement as your dad ran naked onto the pitch when you went to watch your first game. You could even lie and if it makes us laugh you'll be in with a shout. Entries to the usual address headed 'Ball Stories' by 19 January please.

### 🕹️ Rival Schools: United By Fate ★★★★★

Schoolies' knickers on show in virtually every fight. Does it get any better than this? Capcom unleashed this ridiculously named game and won over our hearts 'cos it really was smart. Well worth adding to your cupboard if only for the gusset abundance.



### 🕹️ Star Wars: Masters of Teras Kasi ★★★★★

Similar to Soul Blade but with the likes of Luke Skywalker and Darth Vader to play with. Very cool.



### 🕹️ Street Fighter Collection ★★★★★

This does exactly what it says on the tin. Three *Street Fighter* games in one simple bundle. They're all the same underneath but you do get a variety of characters and special moves for your money. If you love *Street Fighter* then you can't go far wrong.



### 🕹️ Soul Blade Platinum ★★★★★

A £20 game that simply everybody must own. One of the best fighting games to be released on any format.



### 🕹️ Street Fighter Alpha 2 ★★★★★

Oh, God. Will they ever stop doing this? Who exactly owns a *Street Fighter* game and needs more identical stuff to play with? Stupid and rich people that's who, and they should all be shot – or taxed heavily. If you want a SF game just pick any at random.



### 🕹️ Street Fighter Collection 2 ★★★★★

The coffin dodger supreme, still doing the rounds. Worse than an aggressive anal wart infection.



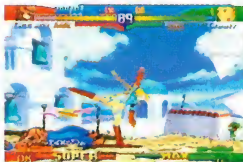
### 🕹️ Star Gladiator ★★★★★

Another early attempt that did very well for itself with its sci-fi game. Out of this world (sorry!)



### 🕹️ Street Fighter Alpha 3 ★★★★★

Same old same old, as they say. More dreary geriatric Capconian jizz, and it's the stale smelly kind too! Can someone please put an end to these in-bred Nintendo offspring please. There just ain't enough rumble juice to go around the playground anymore.



### 🕹️ Street Fighter EX Plus Alpha ★★★★★

Funny that Capcom realised that the *Street Fighter* series needed to pack it's bags and head for 3-D territory and then decided to go back to 2-D. Fools. This fleshed out SF'er showed how good the series could get if only they would carry it through.





## Street Fighter: The Movie

Street Fighter: The Movie is more like, What is going on? Game is turned into crap movie and then crap



movie gets shunted back into crap game! Is it just me or is this the stupidest thing that the world has ever seen? Anyone who buys this should be bayoneted.

## Tekken Platinum

Now we're talking fighting games. Forget your *Street Fighters* and your *Toshindens* and get this. *Tekken 2*



is out on Platinum too, so you'd really be better off getting that. If it's bargain bucket toss up time, then this wins over all but the other *Tekkens*.

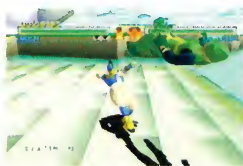
## Tekken 2 Platinum

Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!



## Tobal No.1

An old and crusty fighting game that came out at the same time as *Toshinden* (you remember, there was an ice age.) It can't really cope with the current climate of hot beat-'em-ups and really should just shrivel up and die with grace. Good for a museum piece.



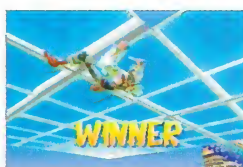
## Wargods

If *Wargods* was a bird you couldn't go wrong with it. Nice to look at with phook all depth. Unfortunately it isn't, so what we're left with is an empty-headed game that you've paid 40 quid for, and it won't even give you a wank! Get down King's Cross instead...



## Yusha

If being totally off your mad assed tits was something that was regarded as 'good' then this offering from the 'bad in the head' Japs would be a classic. Of course weird does not equal realness, as *Yusha* proves. Yes, it's weird as a hat stand, but, Jeezus is it shite. Run Away!



## Vs

The ideal game for all aspiring gangsta rappers, with vicious scrapping on the streets of Los Angeles. Now



all that's needed is a spot of Ice Cube and we're fully sorted. Unfortunately, the Uzis and 'shanks' are missing and it's all a trifle average, homes.



## JAPANESE CHART

1. Chrono Trigger
2. Arc The Lad III
3. Pac Man World: TA
4. Palor! Pro Jr Vol 2
5. Derby Stallion '99

## WCW Mayhem

Slick camera action makes some attempt to bring this easy to pick wrestlefest into the classic arena. Almost.



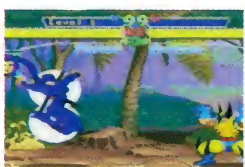
## Wu-Tang: Taste The Pain

The Wu-Tang Clan 'aint nuthin' ta F\*ck wit! Indeed. Multiple enemy beat 'em-up thats fun for fans. Good.



## X Men: Children Of The Atom

Standard 2-D fighter from the 2-D fighter masters. Worth a peek only if you own ALL the *Street Fighters*.



## X Men Vs Street Fighter

Triple X Men more like. You've a right to expect better than this half-arsed piffle.



## Xena: Warrior Princess

Solid adventure fight-fest that manages to capture Lucy Lawless' fighting prowess to a tee. Aiee aiee aiee!



## Zero Divide

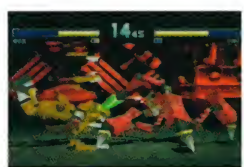
A ten tonne robot death machine is never going to be as agile as Bruce Lee so it's no surprise that this droid



fighter is a bit on the cumbersome side. Who wants to play characters like these? People who like their games on the average side, that's who.

## Zero Divide 2

And the same could be said for this. The graphics in both games are the high point, although there is



a good game in here struggling to get out. Maybe it'll make it if a second sequel arrives, but for now it's best left alone. Ne pas toucher, as the French say.

## flight flight sims

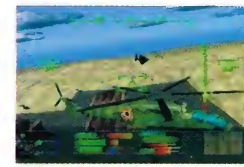
## Ace Combat 2

Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.



## Agile Warrior

A vaguely involving fly-'em-around-'em-up which runs at a very reasonable speed even when the screen is full. Helped by a straightforward control method, it's fun for a few hours but tedium rears its head before the money's out of your Switch account.



## Air Combat Platinum

So-so flight sim from the PlayStation's early days. Bit of a contender due to the wallet-friendly price tag.





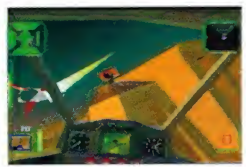
### Black Dawn

A black dawn eh? That's called night time isn't it. Anyway, this is actually the sequel to *Agile Warrior* and has much more on than it's original incarnation. A fair excuse to take to the skies and shoot up innocent villagers. Why, it's just like being back in 'Nam. I guess.



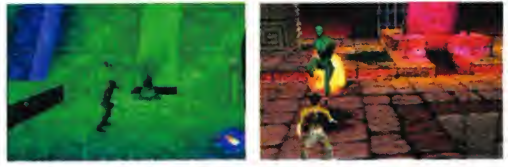
### Warhawk

An early whirlybird simulation whose basic graphics badly let down a fair game. The game's one saving grace is the fact that the missions are well designed and you find yourself needing to finish them. Available for a tenner in bargain box. Somewhere.



### Akuji The Heartless

Strange voodoo dealings sound promising but in fact form part of an average effort. Wait for price to drop.



### Firestorm: Thunderhawk 2

It's big, it's hard and it needs to be plunged into battle as often as possible. All the fun of controlling a big vibrating chopper and non of the health risks. The second most fun time you can have with a big thundering nob. I mean chopper. Doh!



### Wing Commander 3

Look at these screenshots. Don't they look great? That's because they're FMV. Space dogfighting your bag is it? – then you might dredge a morsel of enjoyment from this effort. But be warned, it doesn't look good and it doesn't play well.



### Atlantis

As interesting an adventure as tackling the perils of your gran's knicker drawer. Smells the same too.



### Gunship

If you want to take an Apache AH-64 to the skies and have plenty of controls to master, then you will be in overly technical geek heaven with this one. Good to play while listening to Wagner and crying "I love the smell of napalm in the morning". For furtive joystick fiddlers only.



### Wing Commander 4

Another Mark Hammill pay day and another tale of style over substance. Pants, with a capital shite.



### Ark Of Time

Ark of Shite would have been more appropriate. Bit of a CD-as-coaster scenario on here.



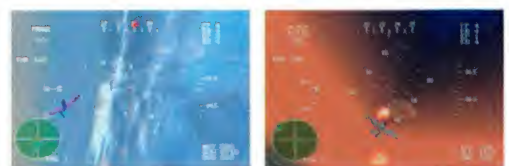
### Raging Skies

Or to give it its full title, Not Overly Full Never Mind Bloody Raging Skies. Ho, ho, no, but really readers, that isn't the name of the game, but it would be more accurate if it was. Anyway, bloody traffic wardens eh? They're everywhere. My mother-in-law is so fat...



### Wing Over

Not an aircraft shagging simulation but a quirky aerobatics game. Pick it up cheap and you're away.



### Batman & Robin

Twatman and Bobbins. An obligatory, crap movie tie-in game. Get the picture?



### RC Stuntcopter

A radio controlled helicopter simulator that is as tricky as the real thing. Stick with it and reap the rewards!



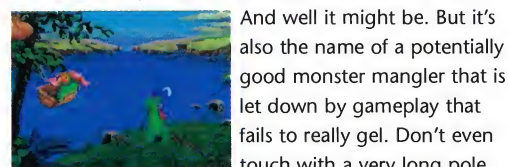
### Wing Over 2

EJECT! EJECT! This game is on a collision course with downtown Shitesville. Oh, the humanity!



### Blazing Dragons

This may sound like the sort of stupid exclamation that Robin (the boy wonder) would squeak at Batman. And well it might be. But it's also the name of a potentially good monster mangler that is let down by gameplay that fails to really gel. Don't even touch with a very long pole.



### Strikepoint

Another game that makes no real mistake other than being really dull. There are bigger, better and more interesting fly-'em-ups out there, so only pick this one up if you find it lost somewhere. It has no real place in your game collection, so best leave it.



### Broken Sword

Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation games of its ilk. Well designed and written, it isn't the trickiest adventure to finish but will keep any player happy, and raise a few smiles for as long as it lasts.



### Top Gun: Fire At Will

Thank you. We choose to fire now and we choose to fire at you, programmers, for littering the planet with such crap. Like Strikepoint above, does nothing to offend apart from offer sack-all in the way of anything remotely new or innovative. Utterly mediocre!



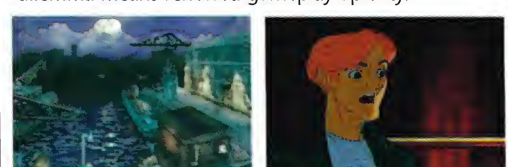
### Alone In The Dark

One of the original PlayStation adventure games which takes the player into a haunted house scenario and provides its fair share of mild shocks and light thrills. Cumbersome control and a now dated look haven't taken all the polish off this old girl. But they've tried.



### Broken Sword 2

Only marginally better than the first, but a different dilemma means renewed gameplay aplenty.





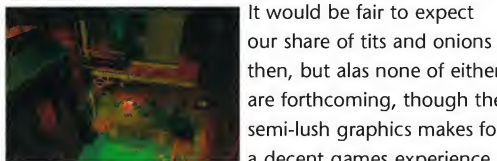
## Chronicles Of The Sword

Bit of a pork sword, as it goes. Old hat, nothing new, you'd be mad to shell out for it, etc. etc.



## City Of The Lost Children

Basing a videogame adventure on a movie – oh that's new. Except it is when the movie is a French arty flick.



It would be fair to expect our share of tits and onions then, but alas none of either are forthcoming, though the semi-lush graphics makes for a decent games experience.

## Cyberia

A dreamy looking game when it first appeared, Cyberia's graphical charm has dwindled somewhat in



light of more recent achievements. Never a lasting adventure, it leaves a lot to be desired now, but shouldn't be totally dismissed out of hand.

## D

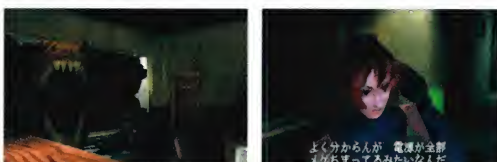
Two words that make no sense. Friendly fire. Another two? Interactive Movie. This one looks fair but you



expect that from a game that is basically a movie that pauses for you to solve crappy puzzles. Save your money and go to the cinema instead.

## Dino Crisis

Resident Evil chomps on the script to Jurassic park and chucks up this supreme shocker. Scary? VERY!



## Metal Gear Solid:SM

No it not an S&M update of the original Metal Gear but a cool £20 add on disc that when combined with the original game makes it the most original and stylish title to be released on the 'Station. Introduces stealth gameplay, James Bond parodies and nail biting plot revelations. Videogaming heaven.

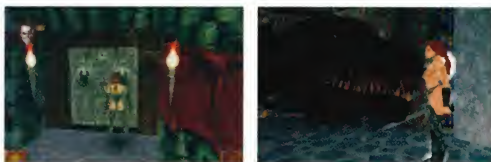


## US CHART

1. Final Fantasy VIII
2. Wu Tang
3. NCAA Football 2000
4. Final Fantasy VII
5. Driver

## Deathtrap Dungeon

Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft. Chut-chut-chut.



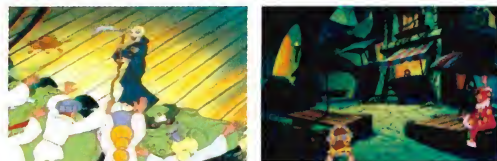
## Discworld

A decent job of taking the essence and humour of the Terry Pratchett books and slipping them into a game. If a little more time had gone into the gameplay elements and the way the plot formed, it could have been a champ. Fans loved it but the rest of us left it.



## Discworld 2

And the same applies to this. Far from bad but only the mad-for-Pratchett brigade will mess themselves.



## Diver's Dream

An aquatic nightmare of a game that should have been weighted down and chucked into the sea. The



gameplay has a distinct odour of rotting fish hanging about it, a bit like a Tomb Raider sub-game without the sub. Hope it sinks without a trace.

## Excalibur 2255AD

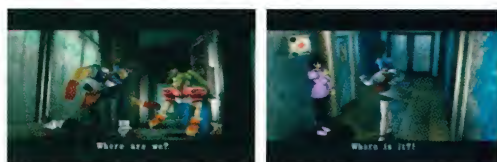
An interesting and – for the most part – involving adventure with a decent mix of action and puzzles.



Despite the different setting though, this is an effort which wants to be Tomb Raider and, naturally, fails. Not a bad buy if you can pick it up cheap though.

## Hard Edge

Resident Evil meets Die Hard. Oh, that sounds good. Well it isn't. It's just a bunch over-manganised shit.



## Herc's Adventures

Fun for a very short time, but those who can be bothered will finish it easily. Unless they're spanners.



## Legacy Of Kain

Vampire strangeness in this huge and impressive blood sucking adventure. A good buy in anyone's book.



## Little Big Adventure

A quirky adventure game lovingly converted from its PC origins that manages to entertain for a short while. But it doesn't really go far enough in any department. The graphics are nothing but run of the mill and the point of the game is easily lost.





### Medal of Honor ★★★★★

Doom meets Saving Private Ryan in this Sunday afternoon war movie of a game. An absolute must!



### Medieval ★★★★★

Ghosts n' Goblins is brought into the '90s in this excellent swashbuckling comedy-type thing.



### Men In Black ★★★★★

Cacky movie tie in which pseudo sticks to the plot of the film, but you just don't care.



### Metal Gear Solid ★★★★★

One of the greatest games ever, playing more like a movie with you as the hero – Solid Snake. Just buy it!



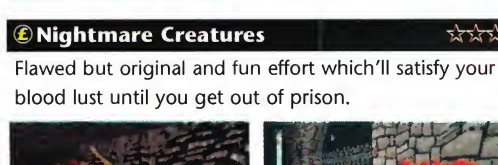
### Mission Impossible ★★★★★

It'll self destruct after a few days gaming, but the variety of missions will keep you interested.



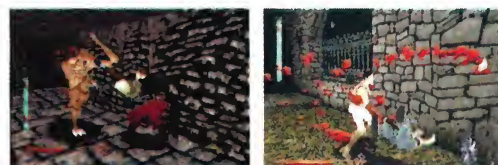
### Myst ★★★★★

Judging by the manual, the programmers were well chuffed with this one. This just goes to show how up-their-own-ass some people can be as this must be one of the most pointless, slow and stupidly weird adventure/puzzle games ever. The CD makes a good frisbee.



### Nightmare Creatures ★★★★★

Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.



### Ninja: Shadow Of Darkness ★★★★★

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.



### ODT ★★★★★

A poor attempt at creating a challenger to Tomb Raider. Someone'll succeed, sometime...



### Overblood ★★★★★

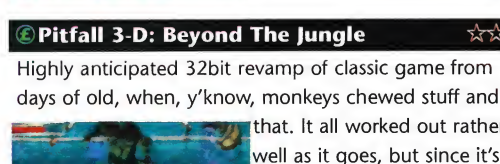
A decent stab at a futuristic adventure, but the experienced gamer will find it piss easy to complete providing he can bear the long periods of tedium when nothing much happens at all. Shame, 'cos the boy had potential, but there you go.



### Parasite Eve ★★★★★

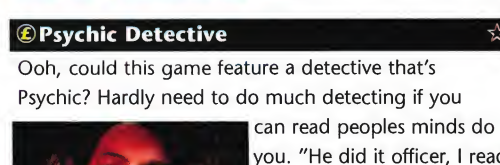
Great Full Motion Video but... hello? Where's the game to match? Resident Evil without the good bits.

It's got a dark atmosphere, some of the graphics are good, but it's not enough to cover the poor control system and repetitiveness of the game. Parasitic import.



### Pitfall 3-D: Beyond The Jungle ★★★★★

Highly anticipated 32bit revamp of classic game from days of old, when, y'know, monkeys chewed stuff and that. It all worked out rather well as it goes, but since it's based on a concept of jumping over stuff and not much else, it doesn't 'go' far enough. Good fun.



### Psychic Detective ★★★★★

Ooh, could this game feature a detective that's Psychic? Hardly need to do much detecting if you can read peoples minds do you. "He did it officer, I read his mind." End of game. Shite interwankive movie shitefest. Shite-shite that's heavy on the crap.



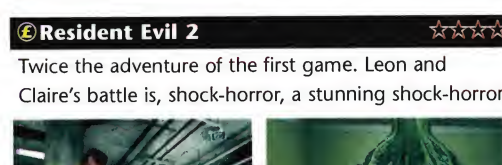
### Reboot: Countdown To Chaos ★★★★★

Almost a genre of its own. Shooting, running... er, adventuring and what have you. Average and odd.



### Resident Evil Platinum ★★★★★

Zombies! Gore! Guns! Shooting! Crack! E! Prostitutes! Combine any four of the above and a fantastic game ensues, and this is the one which broke the mould and set a new standard for others to follow. Slightly limited by today's standards, but a bargain at the price.



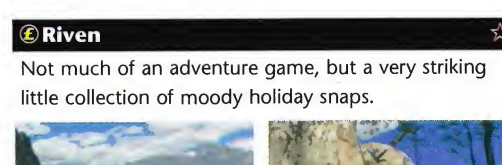
### Resident Evil 2 ★★★★★

Twice the adventure of the first game. Leon and Claire's battle is, shock-horror, a stunning shock-horror



### Resident Evil: Directors Cut ★★★★★

Justly falling between Residents Evil 1 and 2 for quality, and the chance to get a peek at Resident Evil 2, which has come out now making this version totally obsolete. If you absolutely must own Resident Evil 1 then this is a better version. Just as scary, but more so.



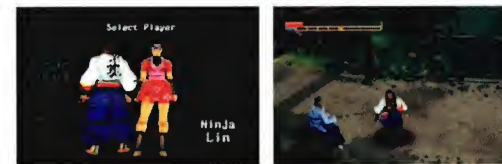
### Riven ★★★★★

Not much of an adventure game, but a very striking little collection of moody holiday snaps.



### Ronin Blade ★★★★★

Fairly interesting story let down by the fact that the actual sword fighting is like watching old people Sha...



### Sentient ★★★★★

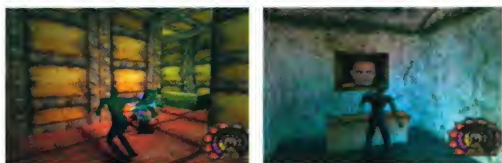
In-depth and challenging, but dated and cumbersome to play. Like giant chess with live animals as pieces.





## Shadowman ☆☆☆

Great ideas, great style, interesting puzzles. Damn, those graphics jutter! Try before you get disappointed!



## Silent Hill ☆☆☆☆

Buy it and make sure you've got a years supply of incontinence pants. It's scary, Jesus is it scary!



## Soul Reaver ☆☆☆☆

Lara meets Vlad The Impaler and has herself a right good time. It's not TR3, but it does have vampires!



## Spawn: The Eternal ☆☆☆

Actually considerably better than the film. Just as prison-rape is better than death, just.



## Spyro The Dragon ☆☆☆☆

Is he Croc? Is he Crash? Is he Sonic the fer-hucking Hedgehog? He's a bit of everything and a lot of something else. If you can forgive the often annoying camera angles then this platform/adventure is a fine game to own. Looks and sounds fantastic.



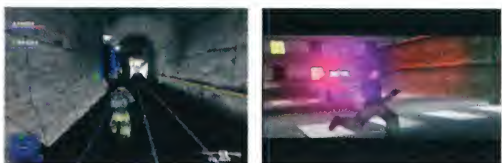
## Swagman ☆

A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.



## Syphon Filter ☆☆☆☆

A fantastic bullet frenzy action movie of a game that gets your blood lust up while making your brain strain.



## Tai Fu ☆☆☆

Tony the Tiger quits fighting for Frosties and dishes out some savagery in a brutally boring game. Sugar coated this isn't, but kiddies will lap up the feline fu like it was Farleys and milk. However we still think kung fu pussies should stay where they belong – in Bond films.



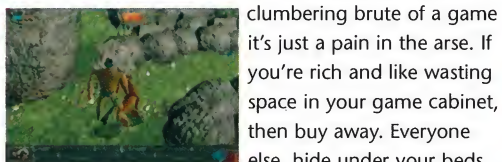
## Tenchu ☆☆☆☆

Good stuff this. Stealth, cunning and realism required. It's a bit like shagging your mate's mum.



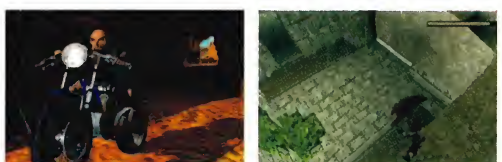
## Time Commando ☆

Going back in time and monkeying about with history may have been fun for Michael J Fox, but for this clumbering brute of a game it's just a pain in the arse. If you're rich and like wasting space in your game cabinet, then buy away. Everyone else, hide under your beds.



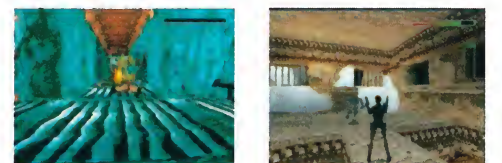
## Tomb Raider Platinum ☆☆☆☆

The game which launched a thousand magazine covers. And the same amount of pretenders.



## Tomb Raider 2 ☆☆☆☆

Laras best adventure we think with breasts, vehicles and brilliantly created levels. Lara virgins will get it!



## Tomb Raider 3 ☆☆☆☆

Improved graphics and puzzles so hard they star in pornos. Should have offered more, but still great.



## Tomb Raider 4 ☆☆☆

Enjoyable if you haven't palyed any of the others (as if!) Otherwise - same old, same old add lib 'till end!



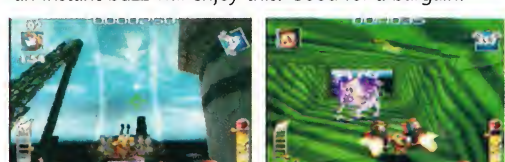
## X Files ☆

An 'interactive' movie. This isn't a game, it's a TV episode with puzzle breaks. Boring 'adventure'.



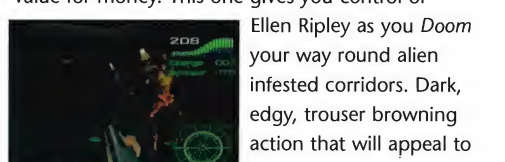
## Aironauts ☆☆☆

It's not PlayStation Pilotwings, but anyone looking for an instant buzz will enjoy this. Good for a bargain.



## Alien Trilogy platinum ☆☆☆

Not in the same league as Die Hard Trilogy in terms of value for money. This one gives you control of Ellen Ripley as you Doom your way round alien infested corridors. Dark, edgy, trouser browning action that will appeal to fans of the movies.



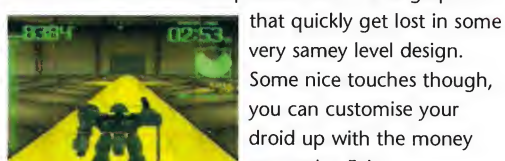
## Apocalypse ☆☆☆

Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.



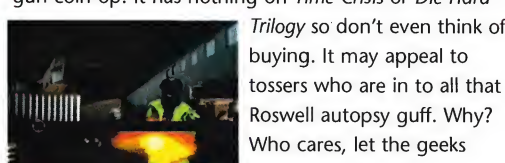
## Armoured Core ☆☆☆

At first play, this game seems like a robot death machines wet-dream. Impressive sound and graphics that quickly get lost in some very samey level design. Some nice touches though, you can customise your droid up with the money you make. Fair.



## Area 51 ☆

No no no no no! A bland conversion of a bland light-gun coin-op. It has nothing on Time Crisis or Die Hard Trilogy so don't even think of buying. It may appeal to tossers who are in to all that Roswell autopsy guff. Why? Who cares, let the geeks waste their money.





**WIN**  
Cool wheels from  
Gamester



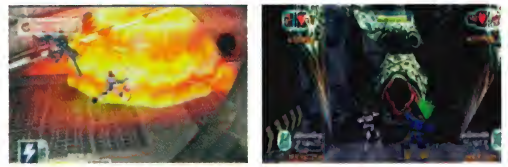
**G**ran Turismo 2 is now available on Japanese import and unless you want to be content with your transparent Dual Shock pad we suggest you get Gamesters impressive new wheel. Called the Dual Force steering wheel it is a sturdy device with a sensible amount of shock feedback and while it may not look like the

coolest kid on the block, it certainly acts better than some of the dodgy wheels that only work digitally with major games. The shock function works through the actually steering wheel rather than rumbling in the main unit send chills down to your lap or making it judder across your desk. Pedals are included in the £59.99 bundle too. To win one of

these wheels, just send a postcard to the usual address with 'Control is everthing' marked above the usual address. The first entry out of our trousers will win. The pant related action will commence on 19 January. Any entries received after that will be going into out PlayStation Pro millennium storage pot, 20ft underneath our offices. Good Luck!

**Assault** ★★

The best elements from classic shoot-'em-ups with a few fresh ideas create a fast frag frenzy.



**Assault Rigs** ★

This goes to show you how good some of the early PlayStation stuff can look. It's got a great soundtrack and some nice touches in what effectively is a *Doom* clone in a robot suit. Good for its time and a worthy ten quid purchase, but no more than that.

**Asteroids** ★★

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.

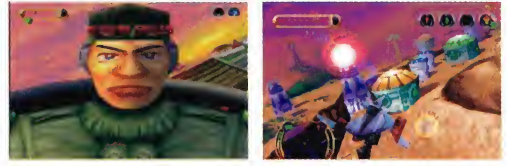


**Auto Destruct** ★★

A good-looking game in its own empty way, this is something of a conundrum. It'll keep even the most hardened gamer struggling for days on end, but uses the difficulty to make up for the lack of variety. If you're shit hot at games and crave a challenge, try it.

**B-Movie** ★★

Alien-chasing shoot-'em-up with some subtle humour to keep you amused. Tricky to complete.



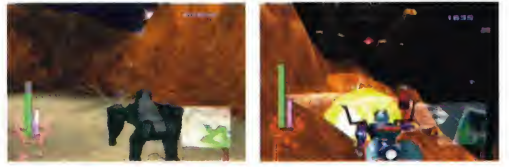
**Battle Stations** ★

Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.



**Beast Wars** ★

Metallic shooter. Bland graphics and uninspired gameplay. Fancy it, do you? Well you would...

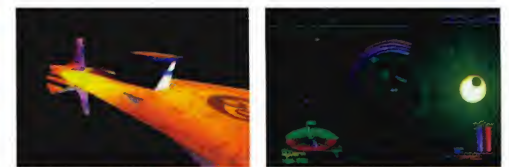


**Blam! Machinehead** ★

It sounds like a dull college indie band and plays no better. A 3-D shoot-'em-up with the occasionally nice graphical touch that's let down by a stupid name, over complex missions and a control system that just isn't nice to use. Car boot sale purchase only.

**Blast Radius** ★★

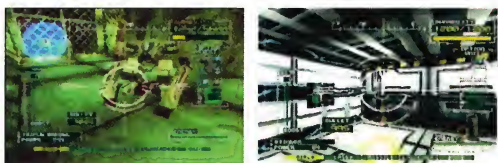
*Star Wars* style shoot-'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.





## € Brahma Force ★★☆☆

The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.



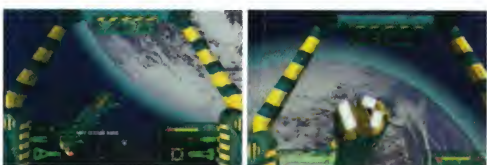
## € Colony Wars ★★☆☆

All the fun of pretending to be Luke Skywalker or Starbuck out of *Battlestar Galactica*. When you master the controls you're given a game that's rewarding and frustrating in equal measure. The multi-ending campaign is a nice touch. Could have done more really...



## € Colony Wars: Vengeance ★★☆☆

... and indeed did with this great sequel. Complex missions, frantic action, an all-round winner.



## € Contra: Legacy Of War ★☆☆☆

Horizontal scrolling shoot-'em-up offering nostalgia at best and tits-all at worst.



## € Critical Depth ★☆☆☆

After *Tiger Shark* failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap



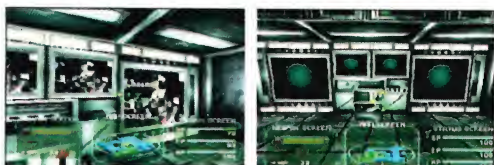
## € Duke Nukem: Time To Kill ★★☆☆

Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza. Doesn't have the depth or complexity of the Tomb Raider series, but provides a blast-fest alternative for those who put destruction on the top of their list. Crap screenshot, eh?



## € Epidemic ★☆☆☆

The first sequel to Kileak the blood. It doesn't offer anything new and quickly gets boring.



## € Exhumed ★★☆☆

Flawed *Doom* clone set in ancient Egypt which musters some of the gameplay elements of its hero.



## € Fade To Black Platinum ★★☆☆

A great 3-D arcade adventure shoot-'em-up that makes you think with your brain, as well as your trigger finger. The third-person perspective has been topped by the likes of *Tomb Raider* and *Duke Nukem*, but this one has a few in-game surprises of its own. Top.



## € Final Doom ★★☆☆

The *Doom* games are classics and a landmark in gaming technology. This sequel is a goodie but a toughie – its only fault is that it runs slightly slower than a basic PC version and can only be played two-player with a link-up cable. Worth getting 'till *Quake 2* debuts.



## € Firo & Klawd ★☆☆☆

Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.



## € Forsaken ★★☆☆

Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.



## € Frenzy ★☆☆☆

Nothing to do with the violent Hitchcock movie which is a real shame as this cartoony blaster is a complete pile of toss. The fair-looking graphics completely fail to beef up this empty feeling game that can be completed by a retarded cow-pat. Not good. Not Good.



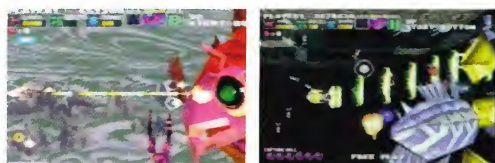
## € Future Cop: LAPD ★★☆☆

To all intents and purposes a continuation of the *Strike* series (y'know, *Urban*, *Soviet* and all that), this took the slightly aged gameplay to a higher level with its impressively dark undertones and atmospheric graphics and sounds. Blimey, that was serious!



## € G.Darius ★★☆☆

Classic arcade-style gameplay and stunning visuals make this highly playable but short-lived.



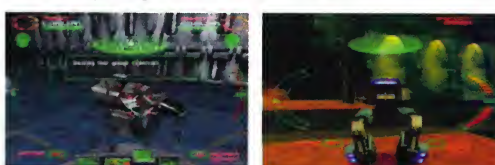
## € G-Police ★★☆☆

Class futuristic shoot-'em-up. Flying around mega cities and blasting the bad guys – close to top notch.



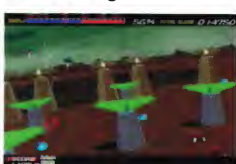
## € G-Police 2 ★★☆☆

Interesting missions and new vehicles fail to make this sequel anything more than a stand alone mission disc.



## € Galaxian 3 ★☆☆☆

An interesting idea spawned long before the 'let's do an old thing, but make it 3-D' bandwagon began to roll. The beauty of *Galaxian* in the arcade though was its simplicity – *Space Invaders* with bits that fell off. This reworking was a brave idea which fell flat on its arse.



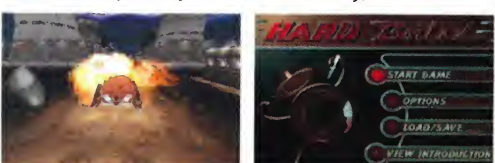
## € Ghost In The Shell ★★☆☆

A comic book inspired game that never quite manages to achieve its aim. Another car boot sale bargain.



## € Hard Boiled ★☆☆☆

Based on the cult comic books of Frank Miller, drive a big tool up Chevy 'in the future'. Hey, no thanks.



## € Hexen ★☆☆☆

Eagerly awaited magical-blaster-cum-gorefest which pleased the *Doom* crowd when released for the PC.

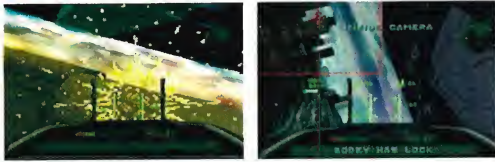


However, seems as though the programmers were wearing their 'let's make a good game shit' helmets for this version and they've done a hell of a job.



### Independence Day

Style over substance in the movie. Crapness over everything else in the game. Utter dog's toss.



### In The Hunt

Underwater submarine-based (well it'd have to be, wouldn't it?) shoot-'em-up with enemies to fire at and other stuff to do. Not a fast moving concept but it could have been fine, had the submarines not looked like the work of a hook-handed three year old.



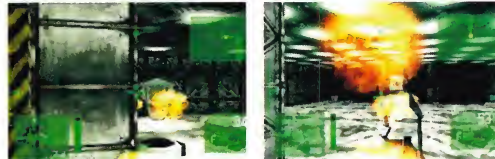
### Judge Dredd

Okay shoot-'em-up from Gremlin which has the distinction of making the leap to arcade.



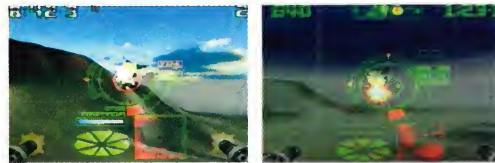
### Kileak The Blood

Spawner of sequels and pretenders alike, it paved the way for some great titles but has passed its sell-by.



### Krazy Ivan

Enormous robots shooting each other across the Russia steppes. It's not a bad old game for its age.



### Lethal Enforcers

If filth could be transformed into a game then this is as downright stinky as you could go. Dire graphics are only one part of the problem with *LE*, since it'd fail to keep the attention of any sane person for more than half an hour. Apart from that it's a real treat!



### Lifeforce: Tenka

Games which set their stall out by being very dark have to work a lot harder than others to make it into the ranks of decency. This is an effort that made the grade, with crisp visuals and an effective, eerie type of gameplay which, although now old, still impresses.



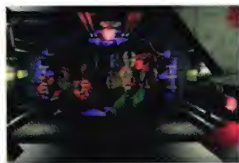
## Point Blank 2

Comedy 2 player shooter that is great for casual gamers and fun filled parties at your house.



### Loaded Platinum

A fast moving isometric shoot-'em-up where you get to control gun totin' freaks. The graphics were done by 2000 AD's Simon Bisley and it features a top soundtrack by Pop Will Eat Itself. Good two-player fun, but let down by our old enemy, repetitiveness.



### Lone Soldier

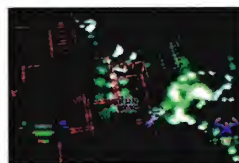
That old arcade classic, *Commando* is given a 3-D treatment. That sounds promising at least.



However, a potentially good idea somehow becomes the worst shoot-'em-up in the history of the genre. Games this piss poor aren't even worth burning. Shite.

### Machine Hunter

3-D effort which borrowed from the 2-D *Loaded*, but fails to recapture the spirit. Worth a few quid.



### Maximum Force

Following the success of the excellent *Time Crisis* came a wave of titles intent on cashing in. None came poorer than this disgrace and if you see it in the dirt bucket at your local game retailing emporium, offer them a fiver just to see what we mean. Wank.



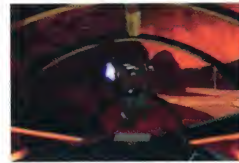
### MDK

Murder, death, kill is the name of the game and that's exactly what you have to do. The graphics are excellent and the gameplay is novel. The game is only let down by the constant assault that you're put under. Great if you can find it cheap.



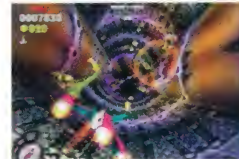
### Mechwarrior 2

A more arcadey version of the PC classic that gives you the chance to stomp around in a lumbering 'Mech and blow the shit out of your enemies. It can get quite tough and is an acquired taste. A fun shoot-'em-up that can be found at a knocked-off price.



### N20

Shame about this one because it has a lot going for it. Wildly coloured backdrops and lightspeed movement through the 3-D levels with a reasonable if standard soundtrack but there's never quite enough going on. Wasted potential. The Stan Collymore of games.



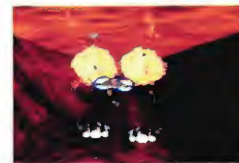
### Nanotek Warrior

A Psychedelic 3-D blaster that does everything to the best of its abilities but still fails to attain ultimate realism. Another one of those games that's worth having if you can find it going cheap, or get given it by a relative for Christmas. Not bad, not that good.



### Novastorm

This one harks back to the days of the original PlayStation demo disc and boy, does it show. It plays like an 'into the screen' 3-D version of *R-Type*, but with anything that would make it any good removed. Times have moved on, so avoid at all costs.



### Nuclear Strike

This sequel to *Soviet Strike* improves slightly on the graphical front and has a few new touches. Both this and *Soviet* are fantastic shoot-'em-ups but, with its improvements, this one just about wins out and will make a worthwhile addition to your games collection.





## Omega Boost

☆☆☆

Fly a robot and shoot up the universe. A simple game that's stunning to look at and plays like a dream.



## One

☆☆

Yawn. Another case of great graphics let down by getting really boring, really quickly. The lucky thing is, with a title as 'inspired' as this one, the possibility of sequels called One Two and One Two Three is almost too stupid for it to happen. Thank Allah for mercy.



## Parodius Deluxe

☆☆

Nothing to do with ancient Roman hamburgers and a lot to do with conversions of tired coin-op shooters.



There was a time when this sort of game turned heads, but that era is over. This title is just a sad reminder of how we were all so easily pleased once

## Philosoma

☆☆

Bright and fast with a lot of variety, which ironically leads to its downfall. Borrowing from just about any old effort you care to mention, Philosoma crams a lot onto the screen and mixes in some decent sound, but it's too much of a mish-mash.



## PO'ed

☆☆

You're supposed to play a character that's Pissed Off and out to whoop some ass. It's graphically empty and not nearly challenging enough for anyone with even the smallest set of arcade skills. The only PO'ed people will be those who shelled out on this crud.



## Point Blank 2

☆☆☆

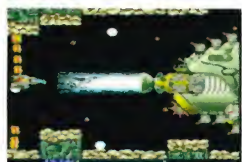
A huge amount of shooting game action that will keep you showing off your skills till the cows go moo!



## R-Types

☆☆

Remember in the early '90s, when a reasonable proportion of misguided Mancunians took to wearing flares? Seemed like a good idea until the holiday snaps came out, and it's the same story with R-Types. Leave the crap in the cupboard where it belongs.



## R-Type Delta

☆☆☆

A shoot-em-up that's more old skool than a hanger full of Rubix cubes. Blasting action taken into the '90s



## Raiden Project

☆☆☆

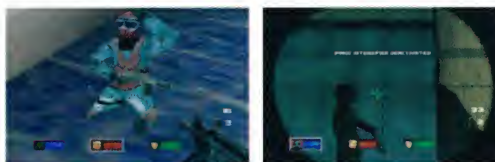
Just as great graphics can't hide a crappy game, great playability can't hide shoddy visuals. This type of all out shooter was all the rage a few years ago. This one has all the ideas that made the genre worthwhile. Take a look if you want to hark back to simpler times.



## Rainbow Six

☆☆

The jaw-dropping PC game gets its PSX conversion and loses out on every step of the way. Avoid.



## Rapid Reload

☆☆

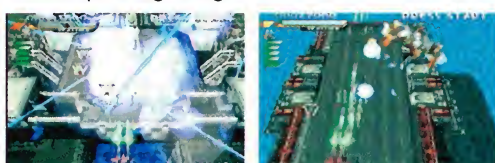
Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects are good and the overall level layout makes for an entertaining 'romp', but flat scenery and little innovation makes it dull far too soon. Nae bad.



## Raystorm

☆☆

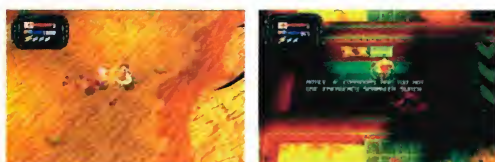
A fine but standard shoot-'em-up. Doesn't warrant the 40 note price tag though.



## Reloaded

☆☆

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable.



## Revolution X

☆☆

An unusual shoot-em-up in an Operation Wolf stylee. You have to shoot up the establishment with your CD-chucking machine gun and clear the way for Aerosmith to take over the world. God save us from corporate rock and squitty-arsed games like this.



## Robotron X

☆☆

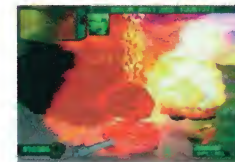
More arcade revamp-age and another example of why the dinosaurs became extinct. More cheddary than a horse's bell in a heatwave, the highlights are the lumino-scenery and... well let's just stick with highlight, shall we. Bottom of the food chain, this kind of thing.



## Rogue Trip

☆☆

Wish You Were Here meets Twisted Metal, except it's slightly unfair. We've all wanted to batter the hell out of crappy holiday reps, but it's the reps who do the damage in this derivative affair. Good idea gone to waste. Rather like asking a rep for advice.



## Shadow Gunner

☆☆

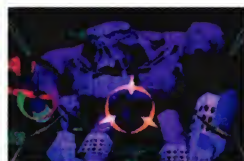
Robot warriors killing each other and such stuff. As indeed they have done better many times before.



## Shadow Master

☆☆☆

Great-looking blaster with loads of intelligent action. Get you're brain in gear, this one's for you.



## Shellshock

☆☆

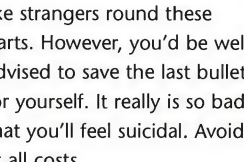
3D tank thang where combat strategy comes into play. Worthy but dark, and dull, dull, dull.



## Shockwave Assault

☆☆

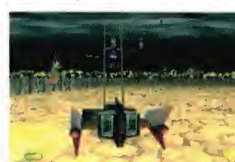
Poor, misunderstood alien bastards attempt to invade the earth and it's your job to show 'em that we don't like strangers round these parts. However, you'd be well advised to save the last bullet for yourself. It really is so bad that you'll feel suicidal. Avoid, at all costs.



## Slamscape

☆☆

One of the poorest futuristic shooters ever created. Unless you know different, Marty McFly.





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### Small Soldiers

The game of the surprise hit film. Mini-soldiers causing major-mayhem in a well presented game. Comes into its own in two-player mode where days will pass like moments, or clouds, or whatever, but a worthwhile buy for the friendless. Get some mates first.



### Soviet Strike Platinum

These *Strike* games all share the same excellent quality of gameplay as they do everything else. Once you own one you've got a fair idea of all the others. *Nuclear Strike* is the best of the series, but this one shares pretty much all of *Nuke's* good points.



### Starblade Alpha

The arcade version was terrible and this conversion, amazingly, manages to be even worse, which must have taken some doing. Who would have thought it could be possible? The lame programmers, obviously. Deserves to be ignored but begs to be strangled. Naff.



### Starfighter 3000

An early 3-D effort with some fine but all too rare moments of action, particularly when viewed from the external angles. Speaking of which, its angular emptiness is the reason it becomes so boring so quickly. Worth a fiver for a quick blast.



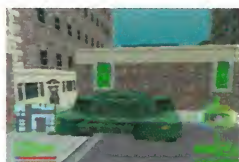
### Steel Harbinger

See that single star in the right hand corner? That means that a game is a bunch of vile gut juice and it's never been more accurate than with this painfully bad blaster. Waste your money on anything else than this and you will be a lot happier with the world.



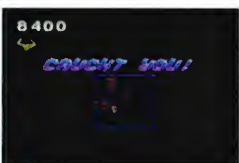
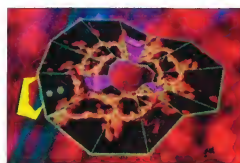
### Steel Reign

Painful weather that. Almost as grim as the weather in Manchester. The game itself is even worse.



### Tempest X3

Three games in one, so let's do some maths. Now class, listen up.  $3 \times \text{shite} = \text{triple shite}$ .



### The Fifth Element

Big news at the box office thanks in no small part to the unfulfilled promise of a spot of Mira minge. No such empty promises here, but a whole set of new ones encompassing everything from plot and graphics, to gameplay and ultimately, point. Utter nonsense.



### Tigershark

Dull nautical non-event involving blasting all and sundry in the big, deep, blue sea.



### Total Eclipse

Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles. This screenshot gives the impression that the game looks okay. Don't be fooled, it looks like it plays – and it plays like Sunderland.



### Tunnel B1

Fast tunnel-based blaster that set the pace in the early days and now limps around pathetically at the back.



In its day it looked the business but things have moved on considerably since then. So it's 'bye-bye B1' and 'hello more interesting pastime'.

### Twisted Metal

The original PlayStation road rage game was a jerky disappointment, despite its cool 'kill 'em all' attitude.



Featuring psychotic ice cream vans and hell-bent taxis, it's been surpassed by smoother and generally more alluring efforts. So we move along now to...

### Twisted Metal 2

A superior sequel to the original which still features a bunch of cars that have been fitted with a stupid amount of firepower. Enter an arena and kill everyone you see. Much better than the first one and worth a look for anyone who suffers serious road rage.



### Viewpoint

It may sound like a cheap Bournemouth bed 'n' breakfast but is actually a visually attractive shoot-'em-up that is heavy on the old-school shooting side. It's a shame that tricky play lets down what is otherwise a fairly reasonable no-brainer.



### Vigilante 8

An excellent blend of speed, bullets and no-holds-barred action. This is what *Road Rage* is all about.



### Viper

Good-looking shoot-'em-up, but one that also offers nothing original in terms of gameplay.



### War Of The Worlds

Fine arcade strategy martian-up that lets you rip around olde Britain in toolled up military vehicles.



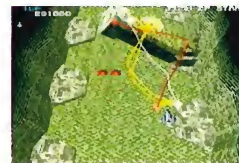
### X2

You can't beat a game with a nice, unassuming name. X2 features some pumpin' techno soundtracks and a difficulty level that will make you rip out your own hair, and that of anyone else to hand. Feeling tough then have a look. Wimps should stay clear.



### Xevious 3D/G+

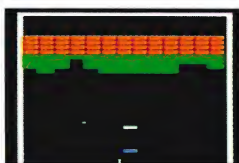
As game names get more and more ridiculous the gameplay goes down and down. Trash. Avoid.



## miscellaneous

### Atari Arcade's Greatest Hits

A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins.





### Atari's Greatest Hits 2

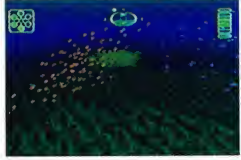
Another chance to remind yourself just how far games have advanced in such a short space of time.



Nostalgia, but little else. Certainly very little enjoyment or long-term pleasure to be gained. Slightly better games than volume one managed.

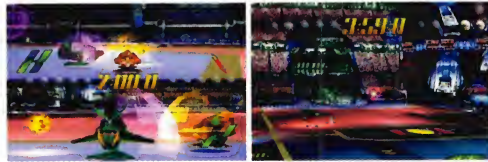
### Aquanaut's Holiday

Games equal fun, that's how the equation is meant to work. This is the loosest use of the word 'game' that you will ever have the mis-pleasure to 'play.' Aquanauts at work, now that really would be something. A truly awful game that has no place anywhere.



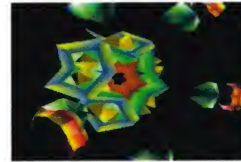
### Ball Blazer Champions

Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.



### Baby Universe

You know that sound-to-light flashing demo thing that you get with your PlayStation? Well now you can pay £20 for a slightly better one if you're mad. As something to leave on in the corner of a room during a party it might be okay, as anything else it's very poor.



### Bust A Groove

Dance yourself to death with this cool *Parappa* clone. Classy game packed full of annoying music that you'll be humming for days. If anything though it's more fun to watch than play as you can appreciate the comedy of the characters more. Check it out.



### Chessmaster 3D

You can either play chess or you can't. Those who can but can't find anyone else to play may find this one interesting. Anyone else would be better advised of getting a board and playing a real person. Remember them? They look like you! Well... almost.



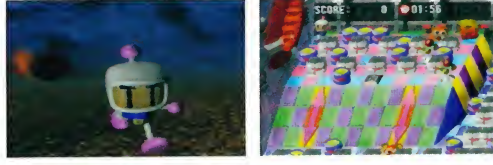
### Courier Crisis

Gameplay crisis would be a better title. A modern day *Paperboy* that goes badly wrong. Best avoided.



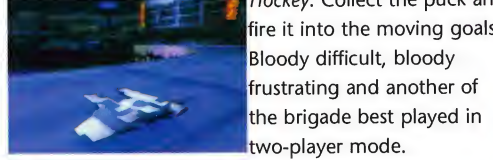
### Bomberman World

Multiplayer frag-fest that will keep you and your mates up all night long. But not much cop in single-player!



### Dodgem Arena

Straight out of the heart of Amsterdam's Red Light District comes this cross between *WipeOut* and *Ice Hockey*. Collect the puck and fire it into the moving goals. Bloody difficult, bloody frustrating and another of the brigade best played in two-player mode.



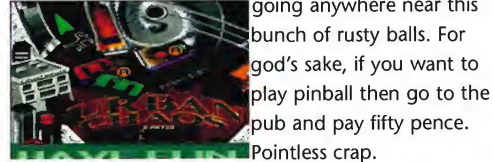
### Die Hard Trilogy Platinum

Thrills and spills from start to finish in this varied movie caper. Quality game well worth owning.



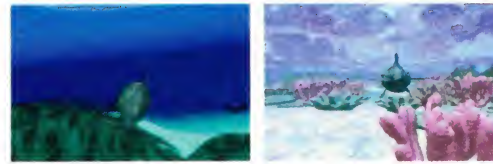
### Extreme Pinball

Oh no it isn't. You'd have more fun playing one of those crappy, plastic, less-a-pound pinball games than going anywhere near this bunch of rusty balls. For god's sake, if you want to play pinball then go to the pub and pay fifty pence. Pointless crap.



### Fluid

Trippy flipper-fest with this music creating *Dolphin*. Only for the serious post-club chill out really.



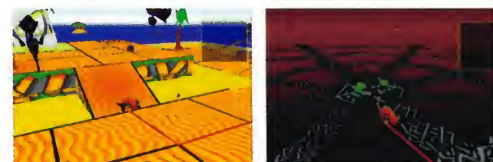
### Frogger

Dodge traffic with everybody's favourite slimy amphibian in this 3-D remake of the classic.



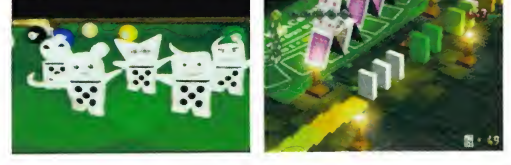
### Live Wire

Another old game is re-hashed. Gameplay's repetitive, but the handbag house soundtrack lifts it a bit.



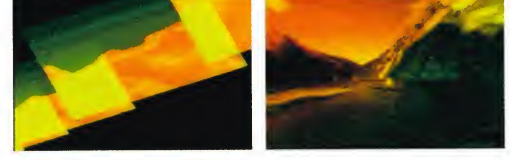
### Mr Domino

Oddball Japanese puzzle game that will have your ripping your hair out. Addictive though.



### Music

Not a game but a music making tool. 1000s of samples to patch together and great fun too.



### Namco Museum Vol 1

Old games that look crap. And play alright. For a while, but then get drab. Understand?



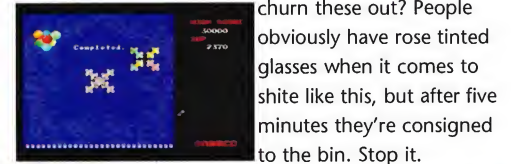
### Namco Museum Vol 2

For Christ's sake! Stop dredging up the deceased. Let them rest in peace. Again, a better volume two.



### Namco Museum Vol 3

The further into the back catalogue you go the fewer classic games there are it seems. Why do they still churn these out? People obviously have rose tinted glasses when it comes to shite like this, but after five minutes they're consigned to the bin. Stop it.



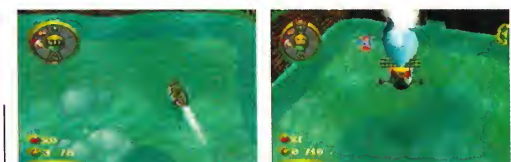
### Namco Museum Vol 4

Jesus frigging wept. How many more of these games are we going to have to endure? I mean, if people wanted to play tired old games, they'd make an effort and buy a Spectrum from the charity shop for a fiver. And that includes games. Waste of money?



### Overboard

Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.





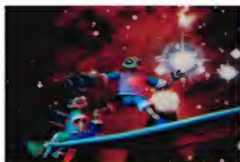
## Pet In TV

Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes.



## Pitball

Who ever said that the majority of futuristic sports games are poorly realised bum fluff? Well this one



proves their point in so many ways. Do anything else than play this game. And that includes walking on broken glass in bare feet. File under shit and leave.

## Parappa the Rapper

The most original game on the Playstation that will make your granny believe that rap music can be



quite catchy. The gameplay is basic, but the depth of the game shines through. You can even pick it up for under twenty quid. An absolute must have bargain.

## Poy Poy

Recently beaten by the imaginatively named Poy Poy 2 as the top multi-tap game for a beer-fuelled night



in with "der boyz." Pick up rocks and chuck them at your opposition 'til only one survives. Fun, yet limited and only worth buying at a slashed price.

## Poy Poy 2

You'll need a multi-tap to fully appreciate this quirky pain game, not for loners, but a multiplayer miracle.



## Pro Pinball: Big Race USA

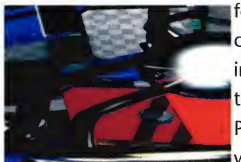
The latest unsurprisingly atrocious attempt at bringing the bar-room classic to the PlayStation. People need to



learn that we want variety and that supplying us with just a single table simply isn't good enough. Apart from that it's standard fare anyway.

## Pro Pinball: The Web

Hey, one whole table for the price of 70 games of pinball in any pub in the country. Ever get that



feeling that a games company has pushed a pipe into your bladder and is busy taking all the piss you have? Play this and you will know what I'm talking about.

## Pro Pinball: Timeshock

The whole Pro Pinball series has been slightly disappointing. This is the best of the three though.



## Williams Arcade Hits

They were arcade hits but now they're something that rhymes with it. This ridiculous excuse for a collection



should be dealt a swift blow to the back of the head, dumped in a waste truck to be cremated and stored in an urn on the mantelpiece. Don't chuffin get it!

## Rampage 2

A new spin on an ancient coin-op. After a few minutes it becomes clear that it's soooo repetitive. Despite a



few chuckles, its the same tired old engine, offering absolutely nothing new. You've seen it all before so don't bother wasting your cash and buying it again.

## Riot

Futuristic effort in crap game shock horror. It's not a new story is it, and this game does nothing to



change the age old story. It has no redeeming features and an overall drabness that will make old-time gamers hark to the days of SpeedBall 2.

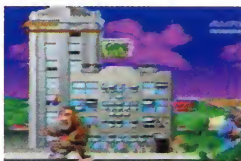
## Rosco McQueen

Firefighting in the 'Towering Inferno' whilst battling a range of robots in this enjoyable extinguish 'em-up.



## Rampage World Tour

An ancient arcade conversion based on the old B-Movies. Take control of a huge King Kong or gorilla



and smash down buildings and grab all the goodies before the others do. Frantic fun but it all gets a bit repetitive before too long. Be careful.

## Rebel Assault 2

You can't usually go wrong with Star Wars but Rebel Assault 2 is a very poor game indeed.



## Spice World

Fun for alco-pop boppers. Contains interviews, dances and song remixing. Limited appeal though. Obviously.



## FIFA 2000



EA's triumphant return to football glory. The best FIFA by far, Konami beware, they're on your ass.

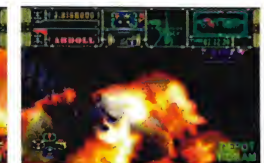
## Tilt!

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.



## Trap Runner

Top Idea! Run about, plant bombs - kill enemy. Unfortunately, it gets very samey, very quickly.





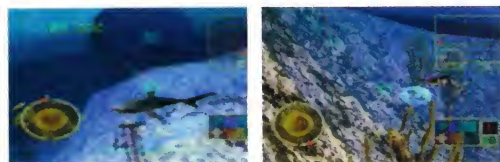
### True Pinball Platinum

You lot think that writing about games is a dross don't you. Well try talking about a shit load of equally bad pinball simulations and then see how it feels. It really is that tough! There is only one decent pinball game and that's *Tilt*. This one is just as bad as the rest.



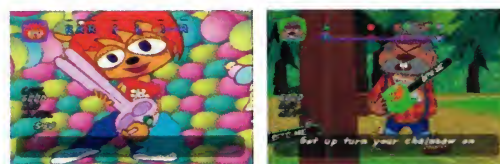
### Treasures Of The Deep

Eagerly anticipated underwater romp that never quite lived up to its undoubted aquatic potential.



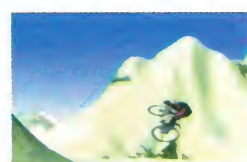
### Um Jammy Lammy

Parrapa the Rapper with a cute guitar-wielding lamb taking the 'doggy doggs' place. As fun as you can get.



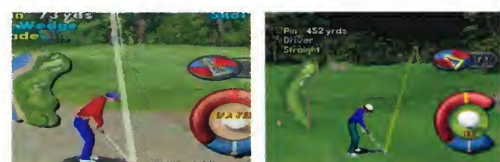
### 2xtreme

Rubbish name for a rubbish game. It's easy to cash in on the penchant for extreme sports at the moment, so make sure you're not one of the mad, unfortunate fools that falls for this trick. This comes from the pit of bad games. Send it back there and pass me the sick bag.



### Actua Golf

The original golf game had a few minor faults but still did the business, but it all looks very dated now.



### Actua Golf 2

There is nothing new here that would warrant an upgrade from the original. Those of you who come across this golf-'em-up going for a song will get what you paid for. You'd be better of hunting around for *Actua Golf 3*, which at least has a new control system.



### Actua Golf 3

Gremlin's latest club-swinging is far superior in both graphics and game options. The best of the three.



### Actua Ice Hockey

The *Actua Sports* series expands into the world of American sports. Not as good as the NHL series.



### Actua Ice Hockey 2

Not as slick as *NHL '99* but worth getting if you can get it cheaper than EA's effort. OK for a puck around.



### Actua Soccer Platinum

Twenty pounds may seem like a bargain, but be warned. This piece of football action is starting to look dated, despite its classic status, and there are far superior offerings out there. Some players may enjoy the dated feel, but most just won't be impressed.



### Actua Soccer 2

Looks extremely dated in comparison to what's below. Not really worth getting these days.



### Actua Soccer 3

One of the best football games to appear on the PlayStation. Looks shit hot, plays like a dream.



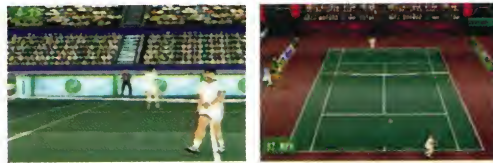
### Actua Soccer: Club Edition

Shocking rip-off that everybody should ignore. Identical in most respects to the original. Very poor.



### Actua Tennis

Another addition to the *Actua* series further swells Gremlin's sporting library. Average game though.



### Adidas Power Soccer

Another big licence that pumps too much money into getting a household name, and not enough investment in actual game design. If you've got your Adidas bag, boots and tooth floss, then good luck to you with this one, it's shite. So heed our honest opinion.



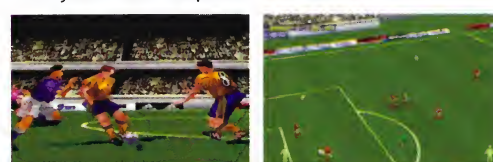
### Adidas Power Soccer '97

Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.



### Adidas Power Soccer '98

The *Power Soccer* brand goes from strength-to-strength with yet another crap soccer simulator.



### Adidas Power Soccer 2

An ever oh, so slight improvement on *Adidas Power Soccer*. Bear in mind that the original was pretty bad to and that should give you some indication that this incarnation is well worth avoiding. Like the plague...or a herpes-ridden ex-girlfriend.



### All Star Soccer

An average footy game that doesn't take itself too seriously, but it's hated by most people who play it.



### All Star Tennis

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.





## Anna Kournikova's S.C. Tennis

☆☆☆

The best tennis game there is, with the bonus of featuring a hot Russian chick with a peachy arse.



The game gives a whole new take on ball-play, and its addictive playability will have you coming back for more. Check out the tennis deathmatch option.

## Beach Volley Heroes

☆☆☆

What a great excuse to make lots of gags about bouncing breasts. The only volleyball game on the



PlayStation gives you plenty of material to snigger at, whilst managing to be a surprisingly good game. But who wants to play volleyball on their TV?

## Break Point

☆☆

You would think that creating a decent tennis game would be a piece of piss, they've been around since the



very first consoles after all. Well, no. Break point just goes to show you how wrong you'd be. Like watching a game on Wimbledon's court 12.

## Brian Lara Cricket

☆☆☆☆

Superb cricket game marred by a high quantity of bugs. Live with them though and you'll love it.



## Chill

☆☆

Bollocks snowboarding cash-in. Nice graphics but now where did the gameplay get to? Certainly not here.



## Cool Boarders

☆☆☆

Playable but ultra-short snowboarding game. It's trendy to get rad but the game never really gets there.



## Cool Boarders 2

☆☆☆

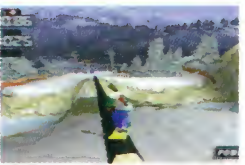
Improvement on the original, offering more tracks, stunts, and more adrenalin fuelled gameplay.



## Cool Boarders 3

☆☆☆

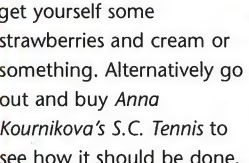
The best snowboarding game on the PlayStation, make no mistake. Be sure to own a copy of this game.



## Davis Cup Tennis

☆☆☆

A big licence tennis game that proves how wary you should be about big sponsorship games. Be patient and



get yourself some strawberries and cream or something. Alternatively go out and buy Anna Kournikova's S.C. Tennis to see how it should be done.

## Dead Ball Zone

☆☆☆

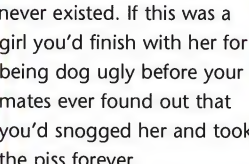
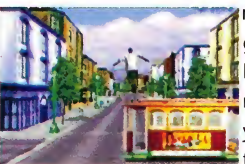
Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.



## ESPN Extreme Sports

☆☆

BMX racing amongst others in a truly poor sports compilation. The best thing to do is pretend that this never existed. If this was a girl you'd finish with her for being dog ugly before your mates ever found out that you'd snogged her and took the piss forever.



## Everybody's Golf

☆☆☆☆

Wonderfully playable golf game that ditches crappy photo-realism for playability. We love it. Sequel soon.



## FA Manager

☆☆

Well, what do you know, it's a good example of how not to do a footy management game. Avoid.



## FA Premier League Stars

☆☆

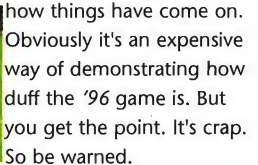
"Dear Miss Bea', I've just bought FA Premier Stars and it's shite - give me cheats!" Top of the charts! Why?



## FIFA '96 platinum

☆☆☆

Those of you who brag about how good FIFA '99 is should look back at this earlier effort and see exactly how things have come on. Obviously it's an expensive way of demonstrating how duff the '96 game is. But you get the point. It's crap. So be warned.



## FIFA '97

☆☆☆

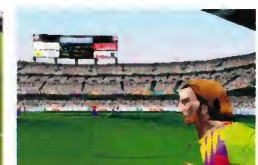
Looking dated in comparison to RTWC. Average at just about everything. Avoid like the plague.



## FIFA RTWC '98

☆☆☆

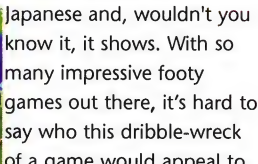
Leaves all other FIFA releases in the shade. Contains all Premier League teams from around the world.



## Goal Storm

☆☆

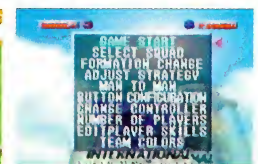
This was one of the first football games that was available on the PlayStation. It was created by the Japanese and, wouldn't you know it, it shows. With so many impressive footy games out there, it's hard to say who this dribble-wreck of a game would appeal to.



## ISS Deluxe

☆☆

A pretty bland footy affair which could have been better. But wasn't. So avoid it. Easy.



## ISS Pro Platinum

☆☆☆

Perhaps the most overrated football game ever. Check out the N64 version for how it should've been done.



## ISS Pro '98

☆☆☆

Vast improvement and perhaps the People's Choice. Still doesn't come close to the N64 though. Simplistic.





Crack the 4 digit code to win!

The top prize a HOT HATCHBACK CAR! Or play to win a Pentium III PC, a Home Cinema System, a Sega Dreamcast or one of a host of great prizes.

**Prize HI-LO!**

**09069 134250 Instant Win!**




**Win Sony PlayStation!**  
**09069 134260**  
Instant Win!



**Win Nintendo 64!**  
**09069 134263**  
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**09069 134264**  
Instant Win!



**Win Pentium III PC with DVD!**  
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## GRAB A GAME

The smart way to get the game of your choice... it's as easy as one, two, three.



1. Select your Machine.
2. Select the Game you want.
3. Guess the Code to Win!



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## JUMBLE numbers

1st Prize: Pentium III Computer or £1000 Cash  
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PLUS Databanks, Cameras Watches and more for those who nearly make it!  
Answer the questions correctly, Unjumble 5 numbers in the target time to win.

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Calls cost 50p per minute and may last over ten minutes.

## Snooker

**Instant Win!**

Pot all the balls to win your prize instantly!



Dreamcast  
PlayStation  
Nintendo 64

**09067 525867**  
**09067 525868**  
**09067 525869**



**Win Panasonic Mobile Phone!**  
"Pay as you talk"  
Vodafone Conditions Apply.  
Call charges not included.  
**09069 134252**



**Win TV & Video Comb!**  
**09069 134254**



**Win South Park Stuff!**  
Goodies **09069 134253**  
Videos **09069 134255**



**Win WWF Wrestling Prizes!**  
**09069 134268**



**Win Friends Videos!**  
A Suitcase full of Friends Videos Series 1-4!  
**09069 134269**



**Win Buffy Videos!**  
**09069 134267**



**Win DVD Player!**  
**09069 134266 Instant Win!**

## THE BIG FIVE-0

**Win £10,000!**

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## THE CHEAT MACHINE

**09063 609080**  
Calls cost 60p per minute.

- \* Use SEARCH MODE to find the game you want.
  - Press 2 to select the game that you want.
  - Press 1 to go back through the list
  - Press 3 to skip forward.
- \* After choosing your game, you then enter PLAY MODE.
  - Press # for Action Replay to repeat any tips you wish
  - Press 0 to return to Search Mode
  - Press \* at any time for Help.

BACK	SELECT	FORWARD
1	2	3
4	5	6
7	8	9
*	0	#
HELP	ABORT	REPLAY

← **SEARCH MODE**

**PLAYSTATION & NINTENDO 64 CHEATS & TIPS**

← **PLAY MODE**

Entrants must be 16 or over. Calls are likely to last 5-10 mins and cost 75p per minute (09067 numbers) and £1 per minute (09069 numbers), so make sure that you have the billpayer's permission. To win one of these prizes just call the telephone number shown and follow the instructions. Most competitions require a lone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. The Big Five-0 has 10 questions worth 1-10 points each and winners must beat a target score. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other Competitions involve multiple choice questions with tiebreaker and end on the 29th February 2000, after which they may be replaced by a similar service on the same number. Actual designs may vary. Games information can not be guaranteed correct. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you are an INSTANT winner send your claim, with claim number to:

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. [www.InfoMedia-Services.co.uk](http://www.InfoMedia-Services.co.uk)  
CUSTOMER HELPLINE: If you have difficulty with any of these services, then call 01 604 624 634



## Int. Track And Field Platinum ★★★★★

The is still far and away one of the most playable and addictive games you can play. The controls are a



doddle to work out (press a button really quickly) and it remains the best multi-tap endurance tester you can own. Almost as knacker as the real thing. Almost.

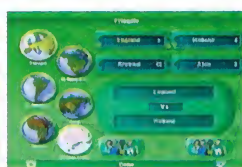
## Jonah Lomu Rugby ★★★★★

Superb recreation of a tricky sport to convert. The best rugby game on any format without doubt.



## Kick Off '97 ★★★★★

Tries a little too hard to be something special but ends up being as dull as they come. Should be better.



## Kick Off World ★★★★★

Playable enough but overtaken and overshadowed by so many other football titles.



## Knockout Kings '99 ★★★★★

Great atmosphere and great meaty sequences in this pugilistic treat. Gonna box your ears son.



## Libero Grande ★★★★★

You only control one player while the action happens around you. Not as bad as it sounds – quite playable.



## LMA Football Manager ★★★★★

The best football management game ever to grace the PlayStation's hallowed, grey interior. Buy, Buy, BUY!



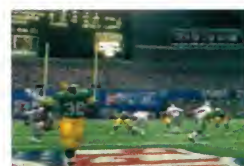
## Madden NFL '97 ★★★★★

All the tactics and all the stats, but it looks dated when compared to later versions. Good second-hand buy.



## Madden NFL '98 ★★★★★

Vastly improved graphics over the original. But the gameplay remains largely similar.



## Madden '99 ★★★★★

Largely similar graphics. Largely similar gameplay. Added extras and a neater front end, but in truth all but the most dyed-in-the-wool fans of the series would be just as well served by saving some money by picking up a prequel on the cheap.



## Michael Owen's WLS '99 ★★★★★

You'd think that a game that shared Michael Owen's mountain shattering charisma would be a lot worse than this one actually turns out to be. Thankfully, his monotonous introduction is the biggest low this top game has. A good footy effort you'll enjoy.



## Nagano Winter Olympics ★★★★★

What a shame. This eagerly awaited frost-em-up turned out to be a to be more of a lame sleet shower in Hull than a tourist-crumpling avalanche in the Austrian Alps. There are much better winter sport games available - such a shame you have to be looking.



## Namco European Soccer ★★★★★

A truly awful rendition of the sport that every Tom, Dick and Harry tries to render on the PlayStation. Some clever people have managed it, Namco haven't. More of a Torquay United struggling against relegation than a treble-winning Manchester United kind of game.



## Namco Smash Court Tennis ★★★★★

The most playable tennis game on the PSX and the most fun you can have with your clothes on. Probably.



## NBA Fastbreak '98 ★★★★★

With so many bazzball games clamouring for our dough, it takes a doozer to score. This ain't it.



## NBA Hangtime ★★★★★

This one manages to do the job without any danger of producing an interesting game. It may interest those of you who like their American sports, which are of course just thinly disguised British schoolgirl's games. But only if it came free with a top game like *Spice World*.



## NBA In The Zone ★★★★★

Tell you what – look at the star rating and skip to the next one, yeah? Hardly any of you will want a basketball game anyway but if you did, believe us, this is not the place to start your shopping. Look for the *NBA Live* series and you can't go far wrong.



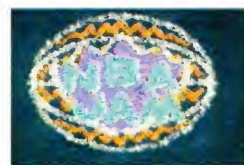
## NBA In The Zone 2 ★★★★★

Cheers. Might as well tell you about the better of the two eh? Well it's like this, as basketball games go this is as good as you're likely to get. Depends on whether you like the fast arcadey feel it has, or prefer a more simulation-like experience. Okay?



## NBA Jam Extreme ★★★★★

Playable enough in an uninspired way, but does a disservice to the great old *NBA Jam* franchise.



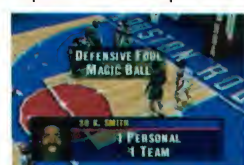
## NBA Jam TE ★★★★★

This, on the other hand, is spot bollock on. Two-on-two action with the turbos fully-charged and a fantastic cheesy commentary featuring every bazy cliché and a few more besides. Additional power-ups make it a treat in either one or two-player modes.



## NBA Live '96 ★★★★★

An extremely well received version of the net-ball impostor. It attempts to simulate the game far more than it's *Jam* counterpart but has been superseded by four years of superior updates. Just consider how embarrassing it would be to just have the old stats.





# F1 World Grand Prix



The **BIG** Picture



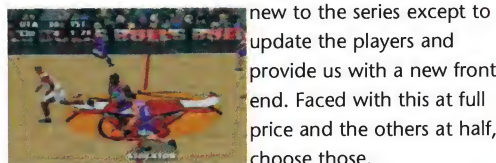
## € NBA Live '97 ★★☆☆

Improved and updated with all the league players and a greater feeling of control. Really good effort.



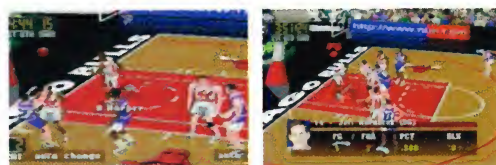
## € NBA Live '99 ★★☆☆

The franchise had skipped a year without a sequel so this was more than inevitable. Doesn't add anything new to the series except to update the players and provide us with a new front end. Faced with this at full price and the others at half, choose those.



## € NBA Pro '98 ★☆☆☆

A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.



## NBA Pro '99 ★☆☆☆

Arcade hoop action that is fine for a quick dribble, but lacks any of the additions that in-depth gamers yern for.



## NFL Blitz ★★☆☆

You want to play American Football? Get this, it's les boules de chien! And that's no merde talking either!



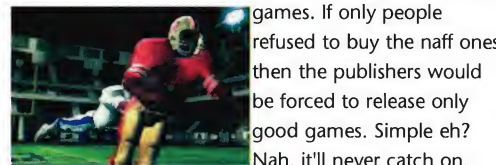
## € NFL Gameday ★☆☆☆

It's definitely up there with the earlier Madden football games but only manages to offer a slightly different perspective. It's no less offensive than the rest of the series, but it sure as buggery isn't any better, so you need to watch out before you start spending your money.



## € NFL QB Club '96 ★☆☆☆

Thanks to the huge demand for American Football, we can expect to see more and more of these piss average games. If only people refused to buy the naff ones, then the publishers would be forced to release only good games. Simple eh? Nah, it'll never catch on.



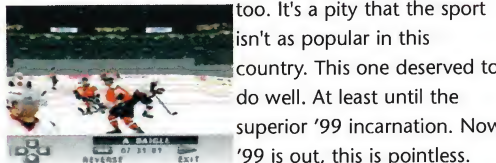
## € NHL '97 ★★☆☆

The NHL series stand out as the best ice hockey games. This early version looks old now though.



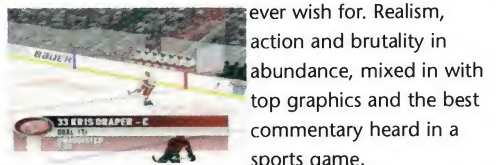
## € NHL '98 ★★☆☆

And with this game the sport known as Ice Hockey was brought to the PlayStation. And most satisfactorily too. It's a pity that the sport isn't as popular in this country. This one deserved to do well. At least until the superior '99 incarnation. Now '99 is out, this is pointless.



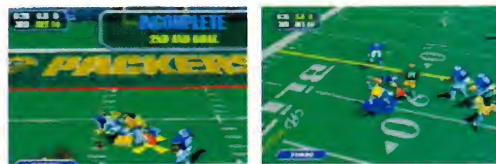
## € NHL '99 ★★☆☆

Easily one of the most perfect sports games released on the PlayStation. Just about everything you could ever wish for. Realism, action and brutality in abundance, mixed in with top graphics and the best commentary heard in a sports game.



## € NFL Blitz ★★☆☆

The rules have been abolished and Blitz is out-and-out violence. Fantastic stuff all round.



## € NFL Xtreme ★☆☆☆

Similar to Blitz but not quite as fun. The rules are still missing, but so is some of the gameplay.



## € NHL Faceoff ★★☆☆

One of the better competitors to NHL. Still worthy of a play even today if you can find a copy.



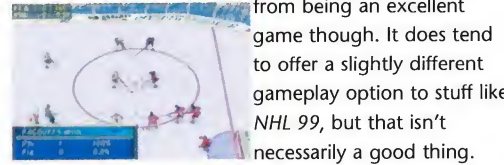
## € NHL Faceoff '97 ★☆☆☆

This sequel was a real disappointment when you consider the quality of the original. Steer clear.



## € NHL Faceoff '98 ★★☆☆

Of the three Faceoff games this is the second best and is infinitely better than the above. It's still a long way from being an excellent game though. It does tend to offer a slightly different gameplay option to stuff like NHL 99, but that isn't necessarily a good thing.



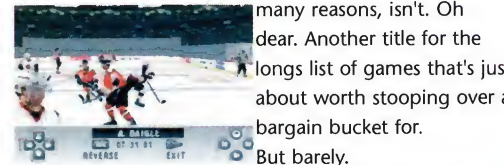
## € NHL Powerplay Hockey ★☆☆☆

Looks mint but the depth of some of the other sims is sadly lacking. Room for it somewhere though.



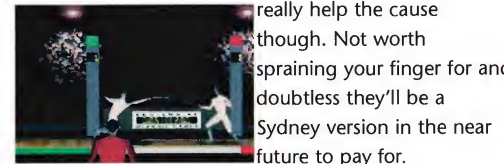
## € NHL Powerplay '98 ★☆☆☆

This NHL puck-fest shares the same fate as its predecessor. It looks like a good hockey game but for so many reasons, isn't. Oh dear. Another title for the longs list of games that's just about worth stooping over a bargain bucket for. But barely.



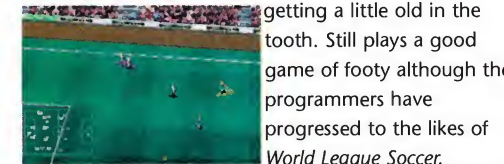
## € Olympic Games ★☆☆☆

Finger numbing Track and Field-style games like this have always been popular. This poor example doesn't really help the cause though. Not worth spraining your finger for and doubtless they'll be a Sydney version in the near future to pay for.



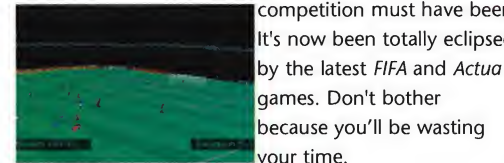
## € Olympic Soccer ★☆☆☆

One of the early attempts with a rather silly license. Back in its day it played like a dream, but now it's getting a little old in the tooth. Still plays a good game of footy although the programmers have progressed to the likes of World League Soccer.



## € Inside Soccer ★☆☆☆

This wasn't the best football game when it came out all that time ago, which shows just how bad the competition must have been. It's now been totally eclipsed by the latest FIFA and Actua games. Don't bother because you'll be wasting your time.



## € Open Ice ★☆☆☆

Comparatively poor attempt at capturing the speed and brutality of the sport.





### PGA Tour '96

Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.



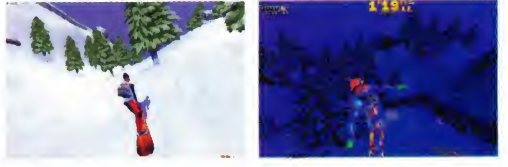
### Premier Manager '98

Plenty of stats but not much excitement in this just-above-par management game.



### Snow Racer '98

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.



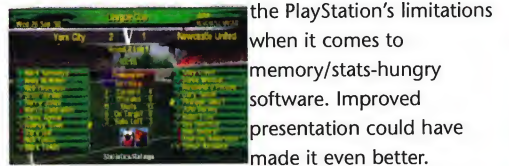
### PGA Tour '97 Platinum

All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.



### Premier Manager '99

Unnecessary sequel to the above which does well to provide a complex and involving experience given the PlayStation's limitations when it comes to memory/stats-hungry software. Improved presentation could have made it even better.



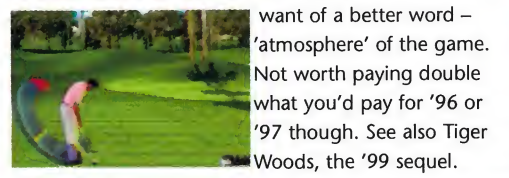
### Soccer '97

Updated version of *Olympic Soccer* with league teams. Looks good and plays well.



### PGA Tour Golf '98

An update for the sake of it, but one which managed to go a little further in terms of graphics and – for want of a better word – 'atmosphere' of the game. Not worth paying double what you'd pay for '96 or '97 though. See also Tiger Woods, the '99 sequel.



### Puma Street Soccer

From the chaps who make pumps. Four-a-side 'action' for rich kids with no mates. Pretty awful.



### Space Jam

Basketball cartoon-combo with a movie tie-in. Go on, try and have a worse idea, we challenge you.



### Phat Air Snowboarding

Bandwagon-jumper with a few nice touches which fail to increase longevity beyond minutes.



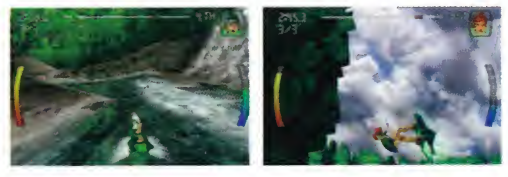
### Rushdown

Three extreme sports in one great package, a marketing man might have said. He'd have lied...



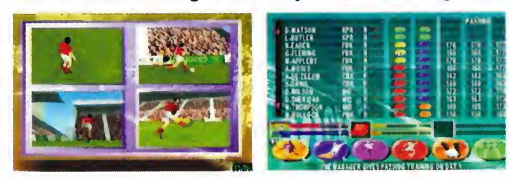
### Streak

Snowboarding without the snow on a board Michael J. Fox would have been jealous of. Fun but limited.



### Player Manager

The Mark Lawrenson of footy management games. Er, he was a shit manager, in case you're wondering.



### Sampras Ext. Tennis

That'll be tennis with hand grenades then. A brave attempt to stop *Smash Tennis* being the best tennis game there is. It was a close competition, but both have been overtaken by Anna Kournikova's offering which shows them both how it should be done.



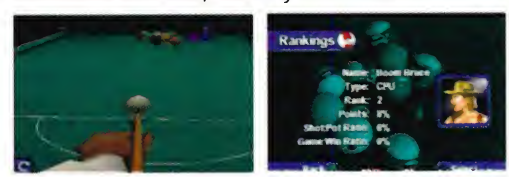
### Street Skater

Surprisingly rad boarding game which calls for your funk with all manner of street furniture. No substitute for *Cool Boarders 3*, and it looks worse than Chris Evans in drag, but the easy-to-grip gameplay is near perfect for some post piss-up entertainment



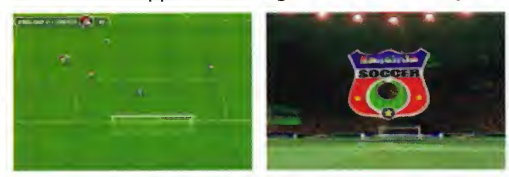
### Pool Shark

Novel game if only because of the rarity of its subject matter. Far from bad, but fairly workmanlike.



### Sensible Soccer

Don't be fooled by the fact it looks shite. It plays even worse. The crappiest football game available, really.



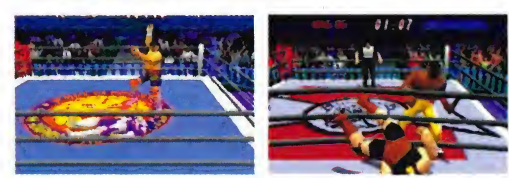
### Striker '96

Look at the age of this for Christ's sake. It may have been one of the first Football games to impress, but it will only be of interest to compulsive bargain shoppers and retro gamers. The Andy Gray commentary is grating now too. Turn down the volume.



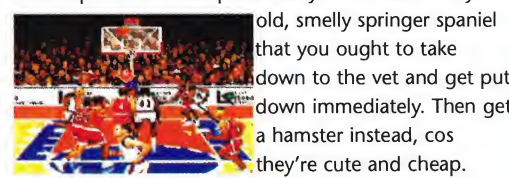
### Power Move Pro Wrestling

A slightly above average wrestling fest with a few neat touches. No-one's first choice.



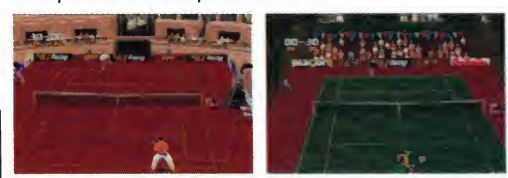
### Slam 'n' Jam '96

Look at the age of the poor thing. It tries so, so hard to be acceptable but fails pathetically. A bit like a really old, smelly springer spaniel that you ought to take down to the vet and get put down immediately. Then get a hamster instead, cos they're cute and cheap.



### Tennis Arena

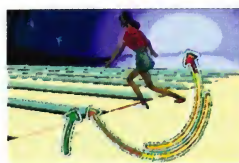
Realistic movement and all-round unpolished competence. An acquired taste and a second choice.





## £ Ten Pin Alley

The fun with bowling of this variety is the amount of beer you can consume between shots. Which kind



of has an effect on the rest of the evening. But, like a Stephen King horror story, this makes the transition to screen very badly. Not a bad arse on her though.

## £ Three Lions

Talk about football coming home. This average effort should have stayed there.



## £ Tiger Woods '99

Or PGA Tour '99 if you like. Not totally rank, but look under P for a better, reasonably priced alternative.



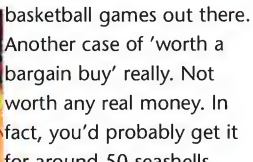
## £ Tony Hawk's Skateboarding

Buy this game now! Skateboarding finally gets a realistic interpretation and it kicks some fine booty too!



## £ Total NBA '96

A fair bit of hangtime is available here. It's getting to the end of its life though and there are now better basketball games out there. Another case of 'worth a bargain buy' really. Not worth any real money. In fact, you'd probably get it for around 50 seashells.



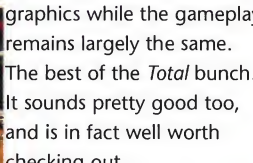
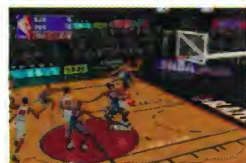
## £ Total NBA '97

What? WHAT? Go away. Read the next one. It's identical. Honest!



## £ Total NBA '98

The second in the series improved on the first in terms of gameplay but not graphics, and this improves the graphics while the gameplay remains largely the same. The best of the Total bunch. It sounds pretty good too, and is in fact well worth checking out.



## £ Triple Play 2000

Top Baseball action that will please fans and American toss game-haters alike. Hey! Swing bada-bada SWING!



## £ UEFA Champions League

A fine footy fiesta focusing on the world's top club competition, includes every classic team ever involved.



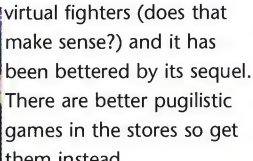
## £ V Tennis

Sub-standard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?



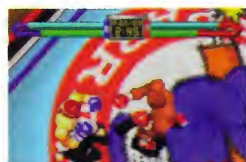
## £ Victory Boxing

Build up your boxers face-pummelling skills then let him loose in the ring. You can't fight any real life virtual fighters (does that make sense?) and it has been bettered by its sequel. There are better pugilistic games in the stores so get them instead.



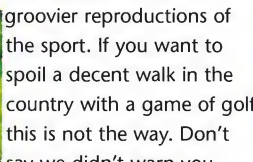
## £ Victory Boxing 2

More involved than the first. Take your fighter through the ranks. Mostly the same game though.



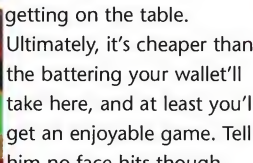
## £ Virtual Golf

This just goes to show you how badly old simulations age. There are fresher, faster and generally much groovier reproductions of the sport. If you want to spoil a decent walk in the country with a game of golf this is not the way. Don't say we didn't warn you.



## £ Virtual Pool

The risk of a battering off Nobby the Nails down the pub is worth taking if you're in with a chance of getting on the table. Ultimately, it's cheaper than the battering your wallet'll take here, and at least you'll get an enjoyable game. Tell him no face hits though.



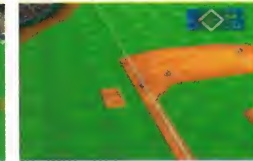
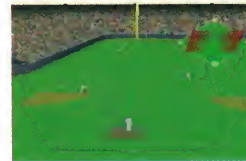
## £ VMX Racing

Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.



## £ VR Baseball

Stunning graphics and a welter of options, but the PSX teams are so shit hot you'll never want to...



## £ VR Baseball '99

No one ever wants to pitch do they? You can't beat the feel of a three foot piece of wood in your hands.



What you end up with is half a game and not a bad one at that. It's got plenty of statistics for the geeks and plays well. No chance to spit on the bases though.

## £ WCW vs The World

The truth is that these types of game are so much alike. This is a better example of the genre though.



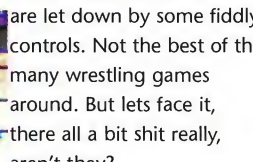
## £ WWF In Your House

Where as this is an atrocious one. And where's Big Daddy? What do you mean he's dead?



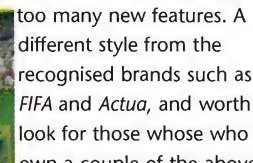
## £ WWF Wrestlemania

Good enough fun if you enjoy taking the piss out of this so-called 'sport'. There are plenty of moves which are let down by some fiddly controls. Not the best of the many wrestling games around. But lets face it, there all a bit shit really, aren't they?



## £ World Cup '98

The licensed follow-up to Road to World Cup, and a game which is very well done indeed without giving too many new features. A different style from the recognised brands such as FIFA and Actua, and worth a look for those whose who own a couple of the above.





## World Cup Golf

The ever-popular golf simulation genre should hang its head in shame. World Cup Golf is its darkest hour.



In fact, they should all get together and club this bollocks to death with some nine irons. Now that would be an interesting game to play. This isn't.

## World League Soccer

This is what they called it before Mikey Owen came on board. See M for details and make your choice!



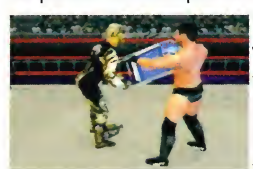
## WWF Attitude

Hilariously camp wrestling game that amuses the sceptic while keeping true believers happy for hours.



## WWF Warzone

Well Officer, it was like this: there I was, doing my best to present the acceptable face of the undeniably



professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this – one of the best wrestlers around.



## AIV Evolution Global

At last, the chance to build a train set on your PSX. Start as a small operator and gradually build yourself



up to Richard Branson proportions. It's all done in a *Sim City* style that will have strategists and trainspotters soiling their Y-fronts for weeks. Nice.

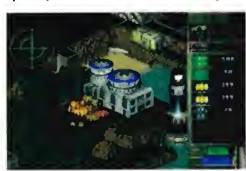
## Allied General

Hexagon-based wargame with leanings towards strategy classics like *Risk*. Bit of a blandster though.



## Bedlam

*Syndicate Wars* of sorts for beginners. Oh, and for people who don't like games as good as *Syndicate*



*Wars* too. Let that be a warning for you. Over simplistic, garish looking and ultimately not worth the money you'll end up paying for it.

## Carnage Heart

People seem to think fighting robots are a good idea. Just look at *Robot Wars*, that's equally as poor as this.



## C&C Platinum

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.



## C&C: Red Alert

The second installment of C&C is a huge improvement with more action and strategy than ever before



## C&C Retaliation

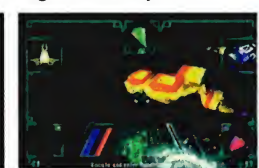
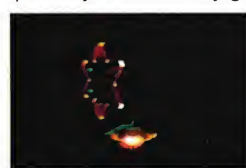
Despite this being the best C&C incarnation to date, the originality has disappeared. It's extremely difficult



to play and you will need to be a hardened 'Command and Conqueror' already to prevent you getting mightily hacked off with the thing.

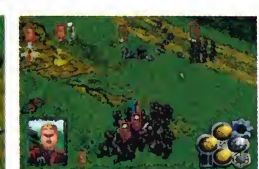
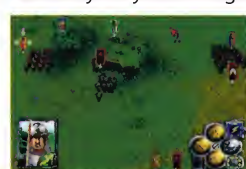
## Darklight Conflict

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.



## Dark Omen

If you like going into Games Workshop then this is definitely for you. Orcs galore here.



## Defcon 5

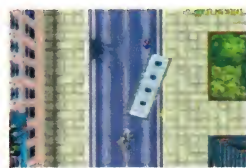
This one's all about being strategic in three whole dimensions. Wow. There is nothing here that will



persuade arcade fans that deep thought is the way to go. There's even less to make hardcore thinkers load it up to make their brains glow. Boring.

## Grand Theft Auto

It had the conservative press up in arms, which by itself has got to make it worth a look. You drive, steal cars, do jobs for the mafia, kill innocent bystanders by accident or for kicks, and generally do all the bad stuff that goes with being an original wide boy.



## KKND Krossfire

Despite the obvious C&C look this isn't really too much of a strategic affair. It's more of a ballsy future fight



for survival, with the winner getting to bugger mutant mongrel marines carrying very large sticks indeed. Promising enough, but could have been better.

## Lemmings

One of the classic puzzle games that cost a generation many, many hours of worthwhile activity. Saving the



green-haired rodents became an obsession and now you can play it all again. Plus *Oh no! More Lemmings* is chucked in for free as well. Bargain!

## Magic Carpet

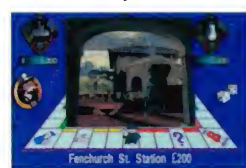
The chance to play the PC hit that featured so heavily in *Neighbours*. What a treat. Fly a carpet around



mystical kingdoms in this very strange blend of action and strategy. A fair game that seems a bit on the ancient side itself. Curly toed slippers are optional.

## Monopoly

All the fun of hunting round the attic for a battered old box, only to find that a few pieces are missing



including the little scotty dog that everyone wants to use. Well there's no cute pooch but everything else is faithfully reproduced. Pointless. And very shit.

## Panzer General

Take control of Ernst Rommel as he attempts to blitzkrieg his way across western europe. The screams



of pain and smell of burning flesh are removed giving you a view of the 'battle' from a nice, clean map. Crappy graphics and a boring game. Avoid it.



## Populous: The Beginning

Another great PC game wends its way onto the PlayStation and rather good it is too. Recommended.



## Return Fire

These strategy games that pride themselves on heavy detail rather than sexy graphics are only shooting themselves in the foot.



What's the point of recreating it on the PSX if it isn't going to have any visual qualities whatsoever? Best left to the blind.

## Risk

Another pointless conversion of a boardgame. Half the fun of these games is sitting around a piece of card



and arguing over plastic soldiers. Why bother putting in on your telly? Maybe you need the floor space, or maybe you are just very silly. Get a life, and leave this alone.

## Sim City 2000

Planning and building a city can be fun. No really, it can. Designate zones for commercial or industrial



growth and watch your city grow. There's more to it than that and you will either get highly addicted or never play it again. But definitely worth a look.

## Space Hulk

It's sub-headed *Vengeance of the Blood Angels*, which will make a great deal of scene to some of you.



For those of us who don't spend every spare hour hovering around Games Workshop stores, there is little to recommend about this man vs. alien thinker.

## Syndicate Wars

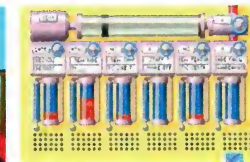
Guide your team of blood-thirsty androids around a large, dreary, rain-soaked city. It's got some kick ass



weaponry and some cool missions, all done in a *Bladerunner*-esque setting. It's beginning to look a bit old hat now, but is still a classic strategy title

## Theme Park

Alton Towers-'em-up. Watch out for people chucking up all over the show and make sure you clean it up!



## Theme Hospital

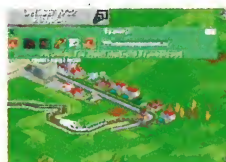
If you're one of those people who chortles at the sound of a fart, then this NHS-'em-up is just for you.



It's all about making money by treating as many puking patients as possible. make a mistake and vomit will flood the corridors. Quirky health care fun.

## Transport Tycoon

Absorbing light rail network-'em-up that will have you hooked, especially if you've got spotter tendencies.



## Warcraft 2

Easily playable *Command and Conquer*-like that offers more hours play than a bucket of Viagra.



## Wargames

Fairly standard effort that offers little longevity in one-player mode thanks to a bland interface and



unremarkable graphics. Redeems itself in two-player though where the blast-fests are a good crack for short periods of time when pissed with your mates.

## Warhammer

But then so is crapping in someone's letterbox. Oh sorry, we're onto something else now. Er, very nice.



## Warzone 2100

The best looking and most detailed Real Time Strategy game there is. Accept no substitute, this is the best.



This top quality, hi-res 3-D carnage is as far away from C&C as Richard and Judy is from hardcore Dutch porn. It's tough, it's addictive, it's brutal. Charge!

## Worms Platinum

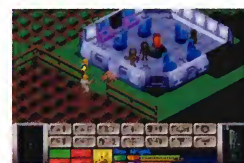
Pit worm against worm in this unusual game of pink and wrinkly combat. It's the best multiplayer game



available and does not even need a multi-tap. The graphics are terrible, but this just goes to show you that quality playability will always shine through.

## X-Com: Enemy Unknown

Take on the alien menace in this turn based bug hunt. First you get to shoot down their ships, then hunt the



crash site for the little critters. Nick their technology and dissect their bodies to build bigger and better weapons. Atmospheric and even scary.

## X-Com: Terror From The Deep

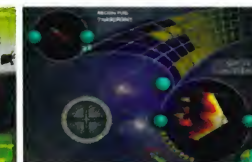
The sequel to the excellent *UFO*. This time the invaders are hiding in the oceans. Somebody call StingRay!



The difficulty has been cranked up to 'no-way' and owning a mouse would really make things a lot easier. Want to swim? get this. Want to stay dry? Get *UFO*.

## Xenocracy

This is basically a poor man's *Colony Wars* with really ropey graphics, sound and gameplay.



International track and Field  
The BIG Picture



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Issue  
44

# Urban Chaos

PlayStation  
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